TOKYO XTREME RACER™

DRIFT 2

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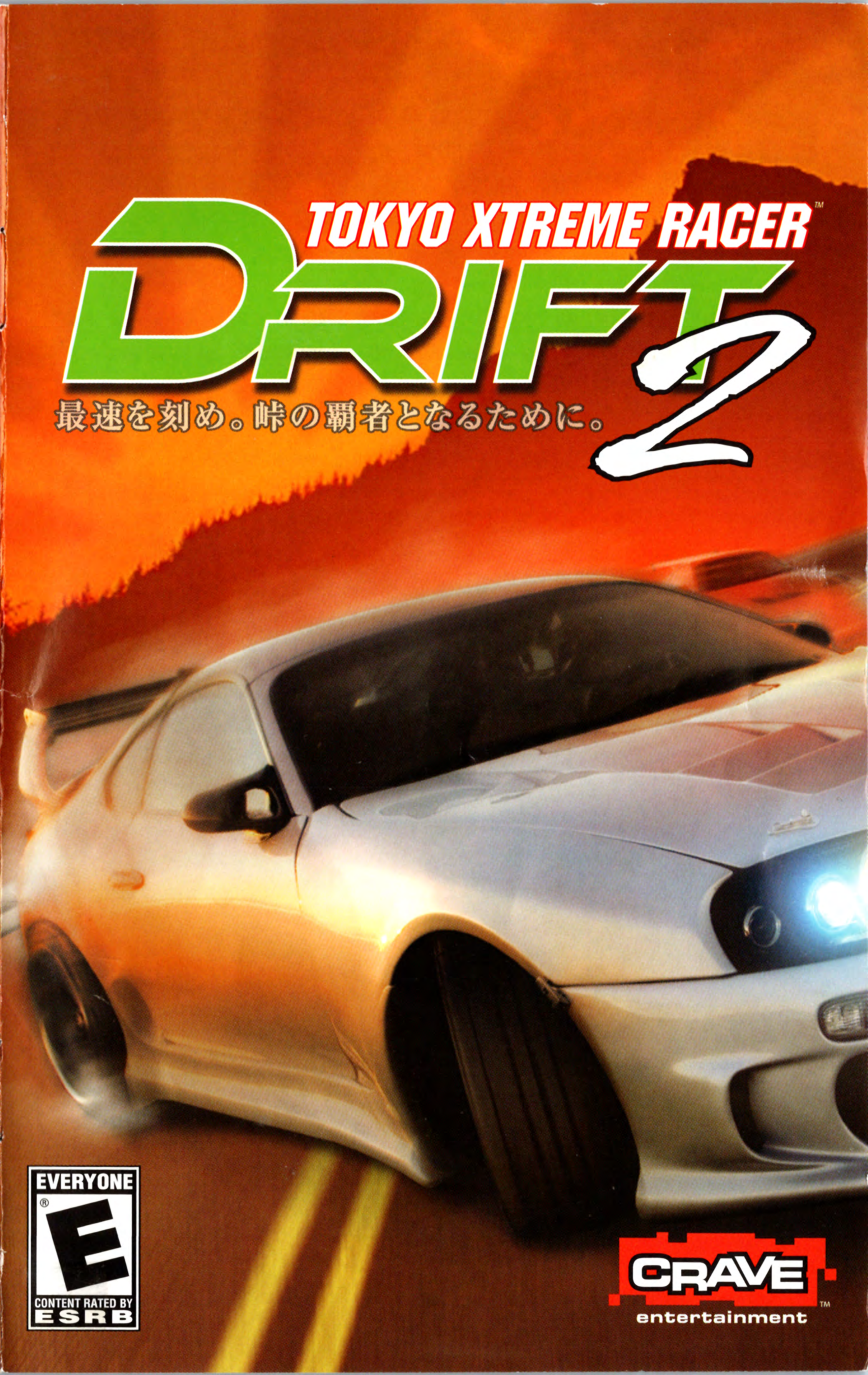

EVERYONE

CONTENT RATED BY ESRB

CRAVE™ entertainment

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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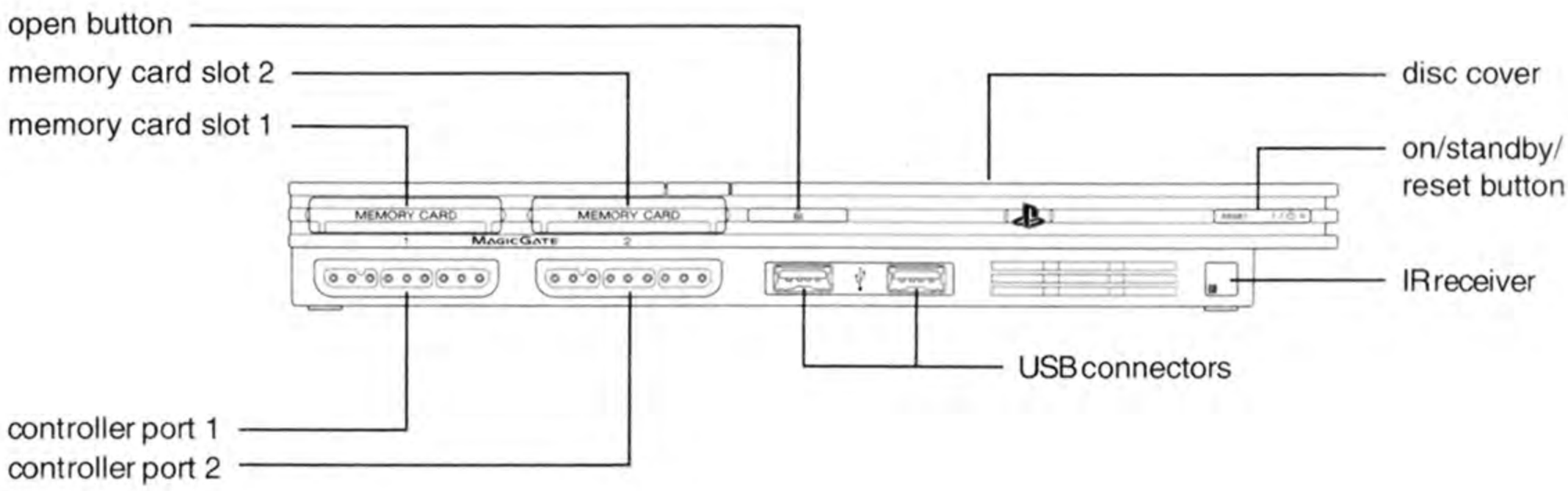
GETTING STARTED*



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Tokyo Xtreme Racer Drift 2 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved Flushed Away game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

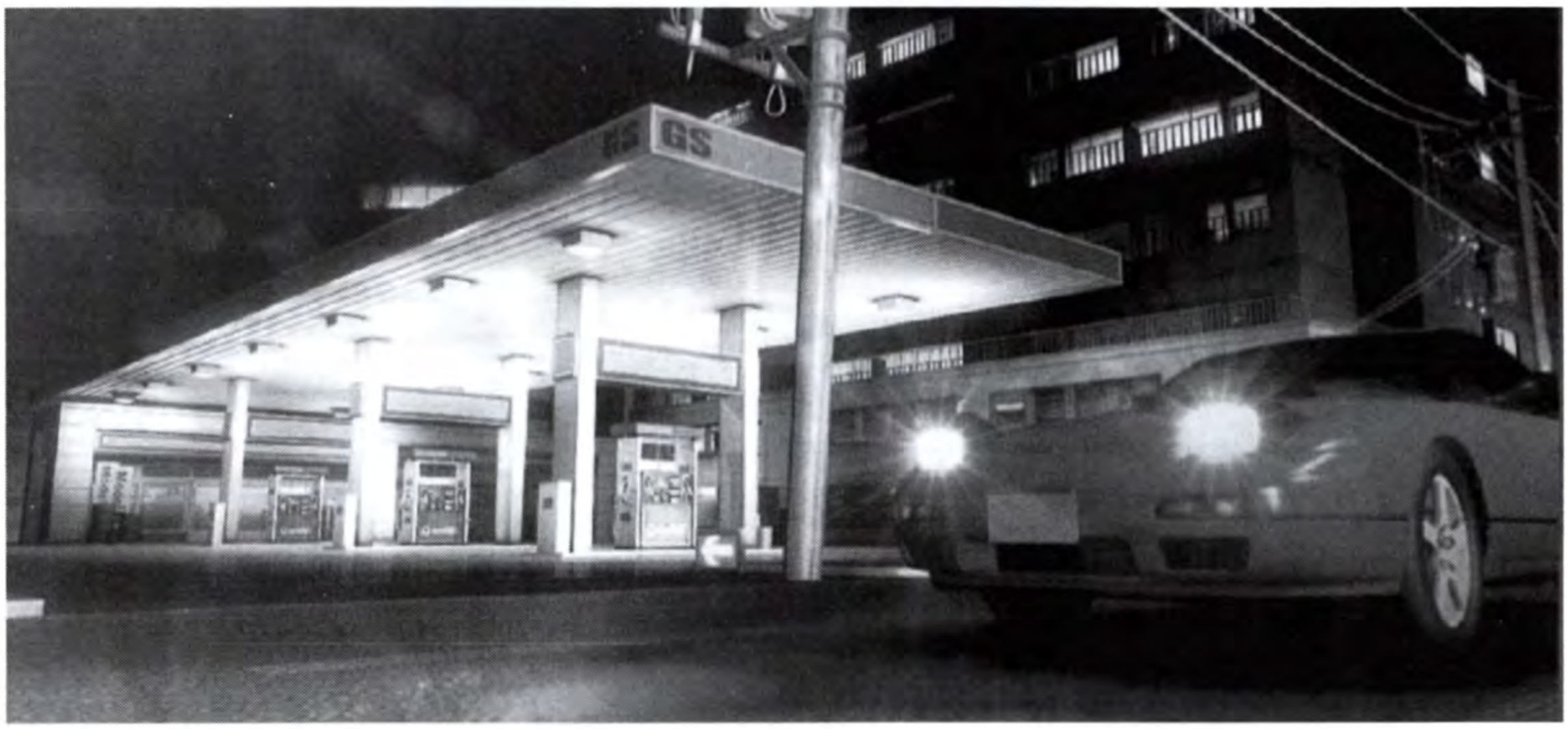
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

STORY

Kaido Circuits are scattered throughout Japan.
On these circuits, some test their skills.Others aspire to be top racers.
Hashiriya (street racers) engage in battles in a myriad of relentless races.

Kaido Circuits have a different look at night.
A world built around the egos of the Hashiriya (street racers).
“Victory to the strongest” is the only rule.
Word started to to spread, eventually becoming a legend…

There was once one such Hashiriya (street racer).
He was called the Emotional King.
His technique was god-like – a legend in the Kaido world.
But he has not been seen since the Aso course battle…



GAME PROGRESSION

STAGE 1 ▶ **STAGE 2** ▶

Hakone

Hiroshima

Haruna

Akagi

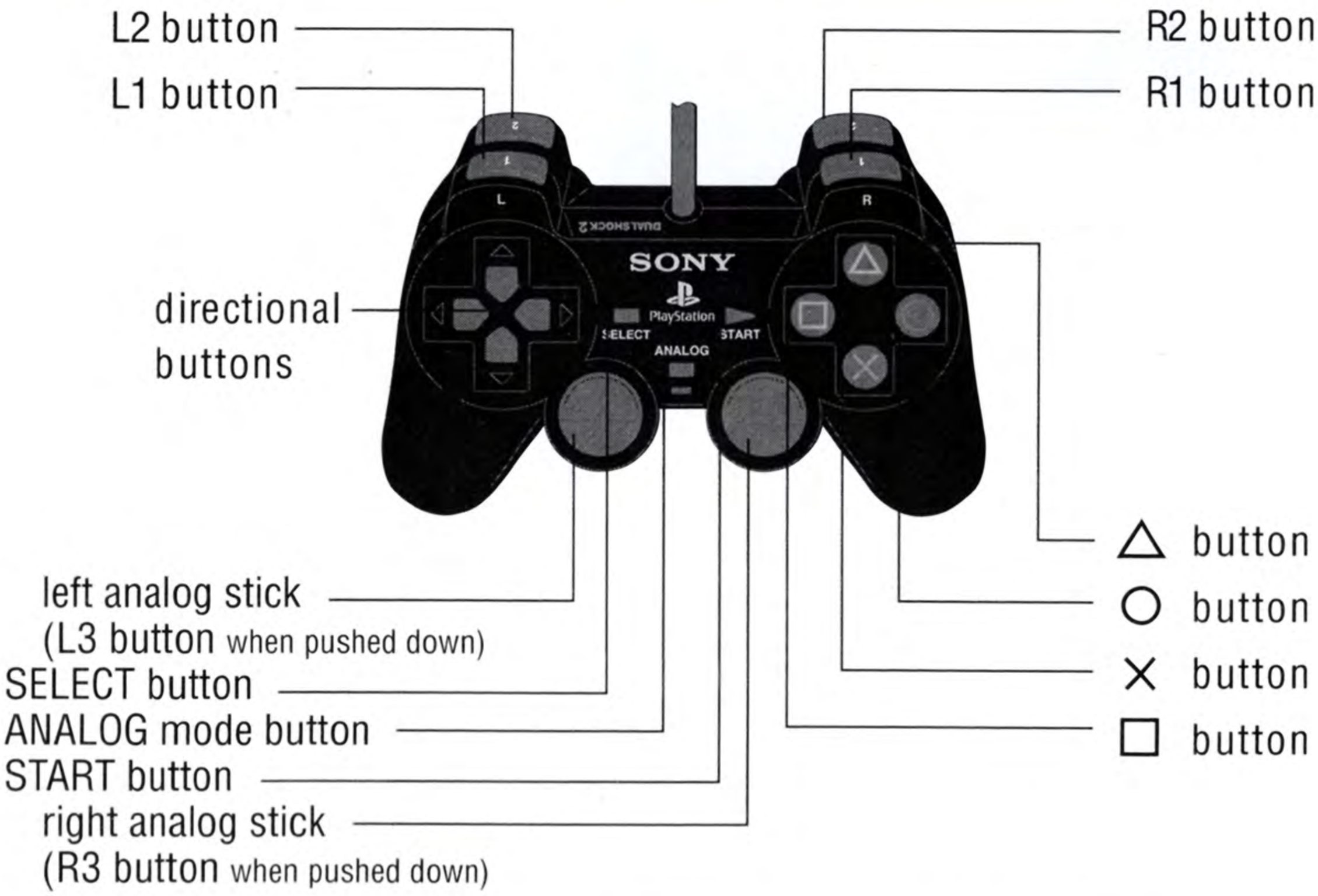
Urarokko

After the disappearance of the Emotional King.
Two strong leaders emerged – the Absolute Emperor and the Miracle Summi
They were the first to compete in category races,and are considered authentic professional Hashiriya (street racers) in the world of Kaido today.
Rumour has it that these two have the best technique.

Then, there appeared a team that has become a legend in Shutoko,
Rumors abounded that the Thirteen Devils about to make their move,
A fight for power to prevent their invasion is beginning to take shape.

Is there a Hashiriya (street racer) who can beat the Absolute Emperor and the Miracle Summit…?
Where is the legendary Hashiriya, the Emotional King…?
Will the Thirteen Devils appear on the Kaido Circuit…?
What else lies ahead...?

STAGE 3	STAGE 4	FINAL
Omote Rokko	Zao	Hokkaido
Shiga Kusatsu	Aso	
Nikko		



	Menu Controls	Driving Controls
Directional buttons	Select	Steer
Left analog stick	Select	Steer
START button	Skip movie and event	Display PAUSE menu
SELECT button	Display short cut menu	-
○ button	Enter	Reverse when the car is parked or being pushed)
× button	Enter	Accelerate
□ button	Cancel	Brake
△ button	Cancel	Change view
L1 button	-	Shift down (shift assist OFF)
L2 button	-	Flash Highbeams
L3 button	-	Turn light ON/OFF
R1 button	Display/Hide Help	Shift up (shift assist OFF) Shift lock (shift assist ON)
R2 button	-	Emergency brake
R3 button	-	Rear view

* The LED display is always red (analog mode). *The vibration function can be turned on/off in OPTIONS (-> see p.42)
* Dualshock 2 analog controllers only. *L3 and R3 buttons, when pushed down, are equivalent to pushing the analog stick left and right.

USB ports

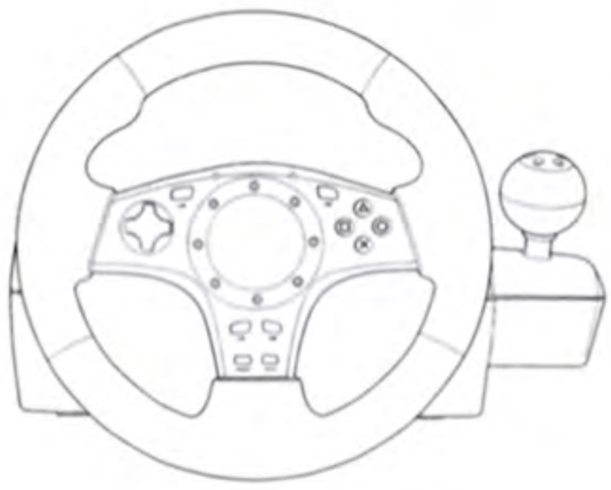
* For Driving Force® and Driving Force® Pro, use the top USB port for 1P (player 1) and the bottom for 2P (player 2). (When PlayStation 2 is placed vertically, use the left terminal for 1P (player 1) and the right for 2P (player 2)
* Connect Driving Force® or Driving Force® Pro before turning on the PlayStation 2 console.
* Do not touch the steering wheel, accelerator and brake for 5 seconds after starting the software or connecting the Driving Force® or Driving Force® Pro to the USB ports.
* Button functions are described in [Setting Driving Force®] [Setting Driving Force® Pro] in [Game Options] (-> see p.43).

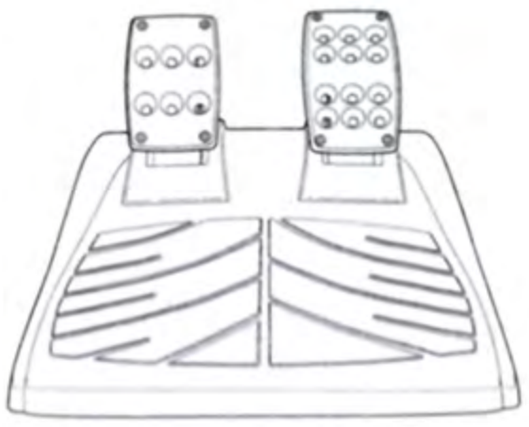
Driving Force™

	Menu Controls	Driving Controls
Steering	Select (right/left)	Steer
Brake	Cancel	Brake
Accelerator	Enter	Accelerate
X button	Select (up)	Change view
Y button	Display Help/Shortcut Menu	Emergency brake
A button	Select (down)	Display PAUSE menu
Left trigger	Select (left)	Shift down (shift assist OFF)
Right trigger	Select (right)	Shift up (shift assist OFF)

*Refer to this manual for more information on "Driving Force™".

Driving Force™ PRO





	Menu Controls	Driving Controls
Shift lever	-	Push to shift down/Pull to shift up (shift assist OFF)
Brake	Cancel	Brake
Accelerator	Decide	Accelerate
L1 button	Select (up)	Shift down (shift assist OFF)
R1 button	Select (down)	Shift up (shift assist OFF)

*The functions of the steering wheel buttons are the same as those of the Dualshock 2 analog controller.

* Refer to this manual for more information on "Driving Force™ Pro".

*When Driving Force™ or Driving Force™ Pro are connected, the Dualshock 2 analog cotroller will not function.

Driving Force™ is a registered trademark of Logitech.

THE BATTLES

SP Battle (Spirit Point Battle)

In this battle, players try to weaken each others spirits (SP=Spirit Point). To win a SP Battle, you must "cross the finish line first" or "bring your opponent's SP gauge down to 0".

The SP Battle screen

1. Player's nickname

2. Player's SP gauge

3. Opponent's nickname

4. Opponent's SP gauge

5. Distance gauge

Distance from your opponent is shown in numbers and bars.

6 . Driving time

7. Map

Blue▲...Opponent's location

Red▲...Player's location

8. Mileage gauge

Orange Distance driven by player

Red dot Player's location

Blue dot Opponent's location

9. Boost meter

10. Tachometer

11. Speedometer

12. Gear position

13. Tire warning gauge

This gauge indicates the level of tire fatigue. It increases when too much pressure is put on the tires during drifting, etc..

As the level of fatique increases, the gripping strength decreases.

14. Brake warning gauge

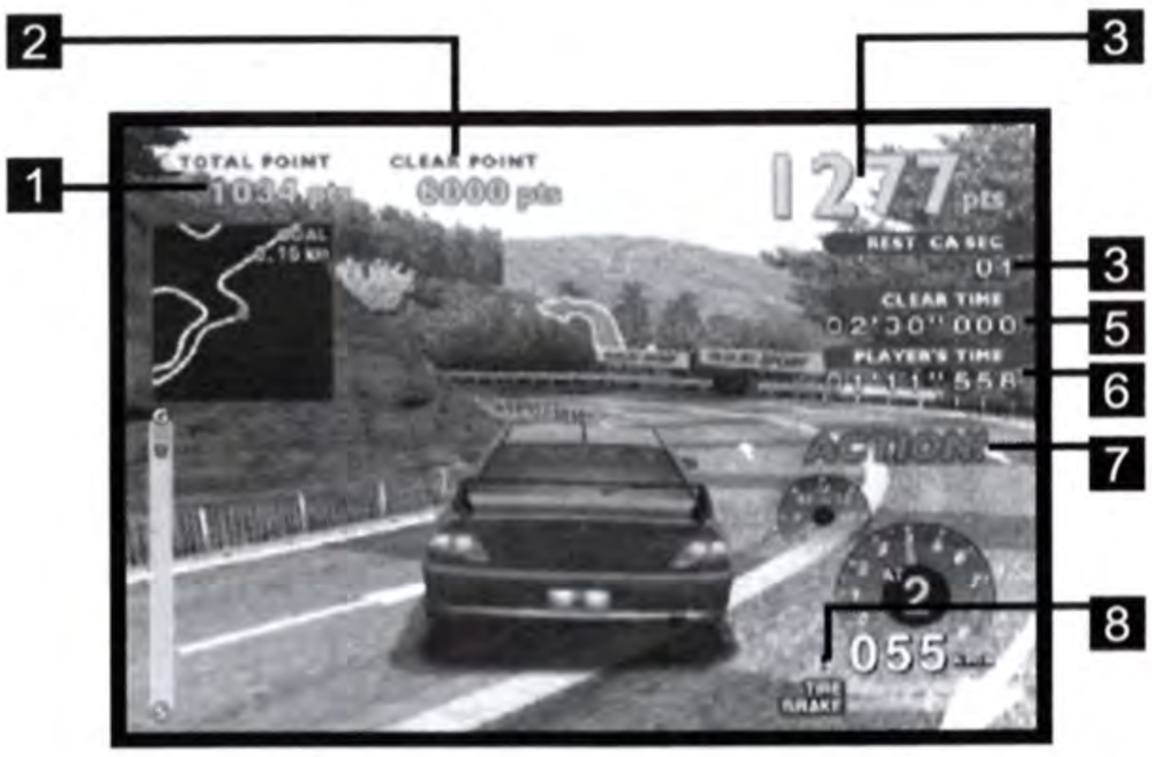
This gauge indicates the level of brake fatigue.It increases when too much pressure is put on the brakes.

As the fatigue status builds up, the braking distance of the car increases.

CA Battle (Cornering Artist Battle)

In this battle, players attempt to show off their drifting skills in preset CA Battle races. Measurement points are set on the course, and CA Points are based on the distance between the measurement points. CA Points are determined according to approach speed and drift time.

CA Battle Screen



1. Player's total CA points
2. CA points required to clear the current section
3. CA points recorded gained in the current section
4. Number of measurement sections remaining
5. Time required to clear the section
6. Player's time
7. Message
8. Emergency brake indicator

Message Content

ACTION

This signal indicates that the CA measurement will begin.

BONUS POINTS

Bonus points are awarded when 1,000 or more points are recorded consecutively in the CA measurement section. After the 2nd COMBO, the COMBO BONUS will increase by up to 1,000/1,500/2,000/2,500/3,000 points

STOP CALCULATION

Appears when the CA is interrupted in the CA measurement section, and the points drop to 0.

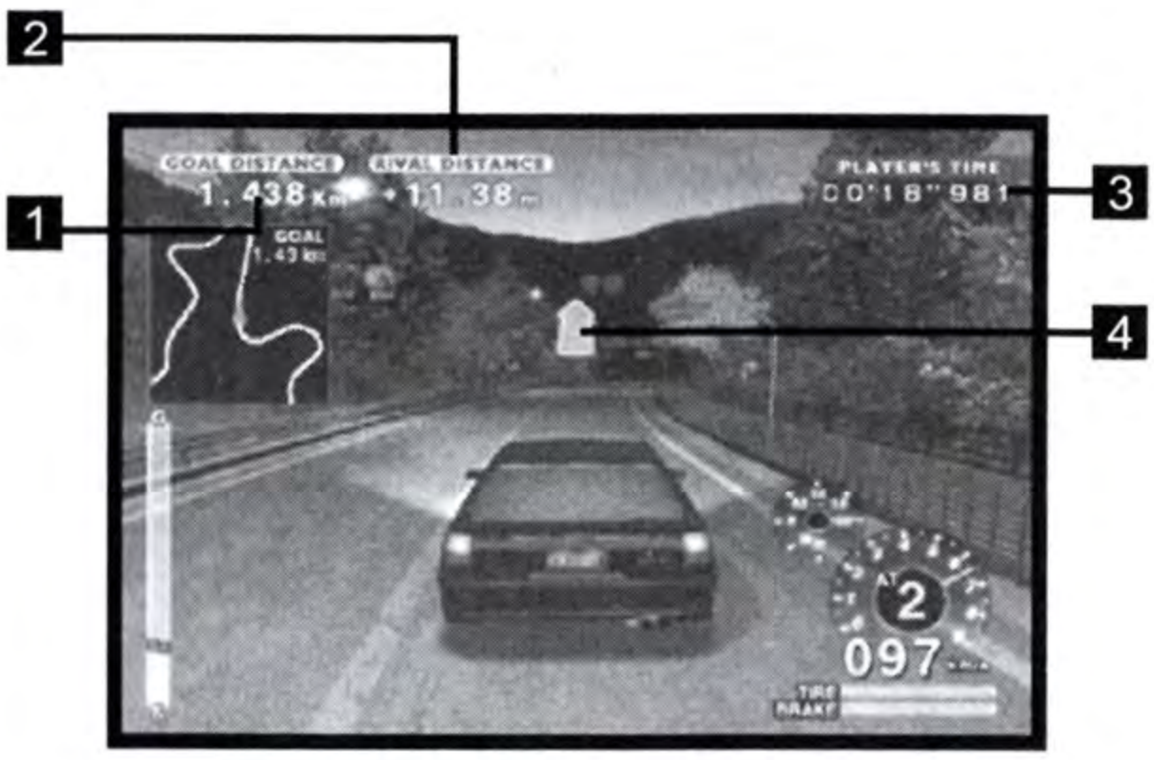
CA Point allocation stopped

The allocation of CA points can be stopped for the followig reasons.

When you collide with walls	acquired points drop to 0.
When the speed decreases to 0km/h	acquired points drop to 0.

FL Battle (First and Last Battle)

In this battle, the player starts ahead of his opponent. The goal is to reach the finish line first.



1. **Distance to the goal**
2. **Distance from your opponent**

   "+" and "–" indicate the distance that the player is ahead of his opponent
3. **Time**
4. **Arrows indicating corners**

Victory and defeat in FL Battles

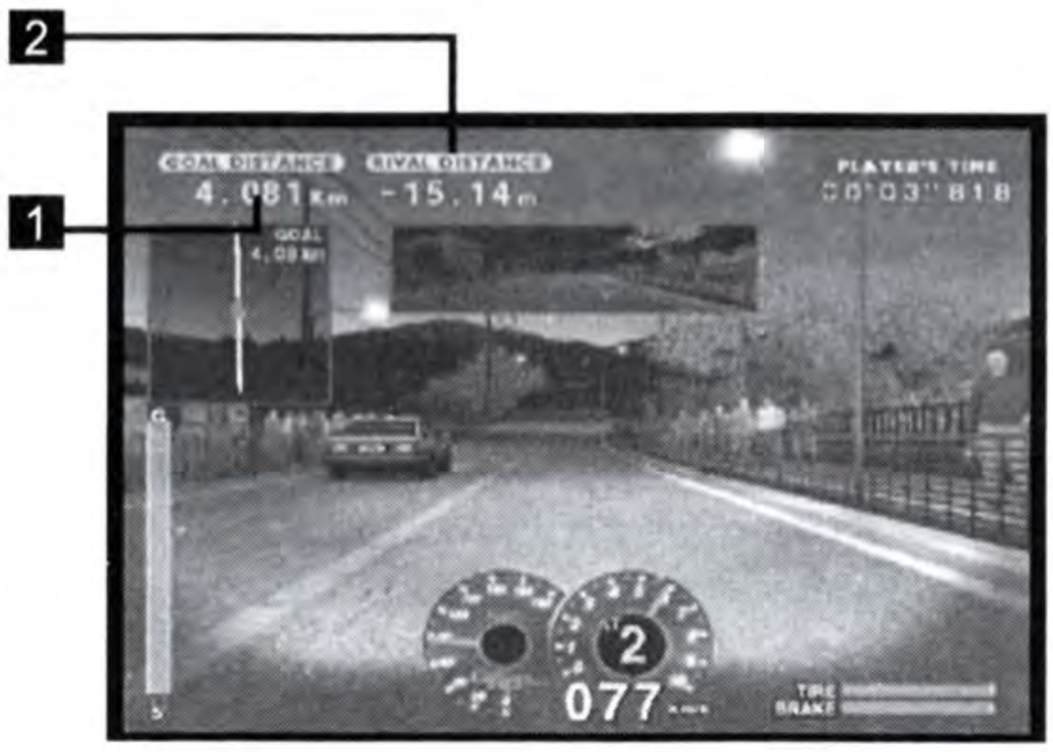
Conditions for victory

1. Player maintains his lead over his opponent and is first to cross the finish line
2. Player surges 219 yrds ahead of his opponent

Conditions for defeat

1. The opponent passes the player and is first to cross the fnish line
2. Player is left 109.5 yrds behind his opponent

LF Battle (Last and First Battle)



1. **Distance to the goal**
2. **Distance from opponent**

   "+" and "□" indicate the distance that the player is ahead of his opponent.

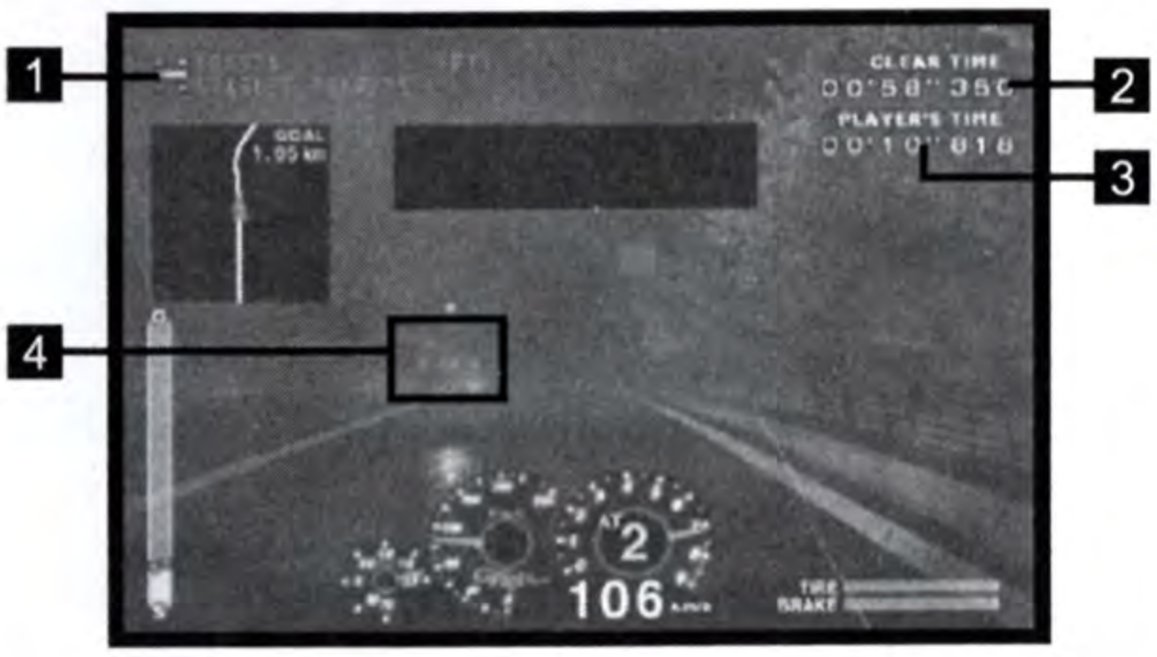
Victory and defeat in LF Battles

Conditions for victory

1. Player passes his opponent and maintains his lead to cross the finish line first
2. Player surges 109.5 yrds ahead of his opponent

TA Battle (Time Attack Battle)

In this battle, the objective is to clear the course within a preset time.



1. Car make

2. Clear time

3. Player's time

4. Opponent's car

*A translucent oppponent car drives in conjunction with the set time. To hide the opponent's car , go to OPTIONS (-> see p.42).

TAC Battle (Time Attack Collision Battle)

In this battle, the objective is to cross the finish line within the set time without hitting any walls.

1. SP gauge

2. Clear time

3. Player's time

When the car hits a wall, the SP gauge decreases in accordance with the degree of impact. Player is disqualified when the SP gauge reaches 0 before before he crosses the finish line.

CAT Battle (Cornering Artist Target Battle)

This is an intense battle in which the player must clear all the preset CLEAR POINTS in the CA measurement section and drive across the finish line. If any of the CLEAR POINTS are missed in any section, the battle finishes at that point.

1. Quota until the next CA section

2. Current CA points

3. Remaining CA sections

PAUSE MENU

Press the START button while driving to display the PAUSE MENU. 3

CONTINUE	Return to the game.
BGM VOLUME	Set the volume of BGM to between 0–15. BGM will be off when set to 0.
S.E. VOLUME	Set the volume of the sound effects to between 0–15. The sound effects will be off when set to 0.
VIBRATION	Turn the vibration function of the Dualshock 2 analog controller ON/OFF.
RETIRE	Stop driving during a race. When this happens, the race is considered a defeat (no record for category race).

GAME MODES

CONQUEST MODE

Player competes against other competitors to become the fastest driver on the mountain pass (-> See p.13)

RECORD CHALLENGE

Player attempts to break records by racing on various mountain pass courses and Gymkhana in TA/CA. (-> See p.38)

RECORD TOUR

Players race through a Time Attack race (total of 11 rounds). (-> See p.40)

VS BATTLE

2-player races can be played in this mode. (-> See p.41)

REPLAYS

Replay races saved on a “PlayStation 2” memory card (8MB). (-> See p.41)

GAME OPTIONS

Set the screen settings and the vibration function. (-> See p.42)

CONQUEST MODE

The player races to win the title of "fastest driver on the mountain pass" by beating other competitors appearing continuously on the mountain pass.

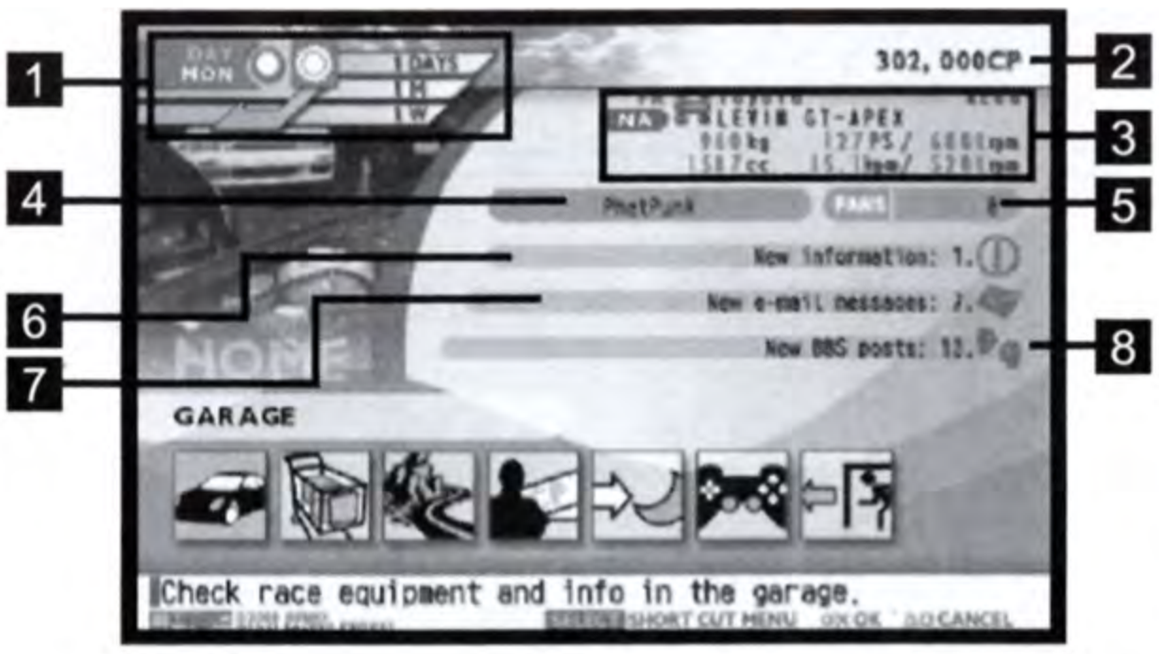
Account input

1. BS – Returns to the previous character and deletes it.

2. End – Finishes input.

Choose a 10-letter/number account name. . Once your account name is registered, the game will begin when a car is bought at the [SHOP] (-> See p.29)

HOME SCREEN



1. Time (DAY/NIGHT), weather, day of the week, date (elapsed days, month, week)

2. Amount of money you currently have

3. Information on the car you are currently driving

Drive type, intake type, car model, car weight, total emissions, maximum output, maximum torque

4. Nickname

5. Number of FANS

6. INFORMATION

Displays the amount of new information.

7. MAIL Displays the amount of new mail

8. BBS

Displays the amount of new messages in the BBS

GARAGE
Equip your car, replace parts, view BBS, and check the information on other competitors.

SHOP
Buy/sell new and used cars, tuned cars, and various parts.

GO PASS
Go to the PA and enter a race.

SPONSORSHIPS
Pass tests for sponsorship contracts.

DAY/NIGHT
Time changes from day to night and night to day.

GAME OPTIONS
Adjust the settings of game data storage, screens and vibration function on/off.

END GAME
Ends CONQUEST MODE.

DAY MODE (Daytime)

During the day, the Kaido Circuits hold official competitions called Category Races, offering a glimpse into their legitimate side.

CATEGORY RACE

Prizes can be won here by ranking high in the category races. Use this to purchase necessary CP, new cars and parts.

Each mountain pass has a level called C-Lv (Category Level). You must reach a certain level to drive in each race. You cannot acquire C-EXP in gymkhanas.

NORMAL RACE
There are three categories, “CA CUP”, “TA CAP”, and “TAC CUP”, with CP. Prizes are based on your record, and the amount of C-EXP (Category Experience Rate).

GYMKHANA
You will enter a GYMKHANA. There are two types, the “TA ATTACK” and “CA ATTACK”, and the prizes are based on your record. The route you drive becomes more difficult according to the he LEVEL.

ADVANCED RACE
This is an official race with certain car restrictions on . C-EXP is based on your record and you can win a PRIZE.

MASTER RACE
This is a race with complex rules.

ENTER PARKING

When you go to PARKING in the daytime, you may run into your "opponents" and "Sponsors"

PRACTICE

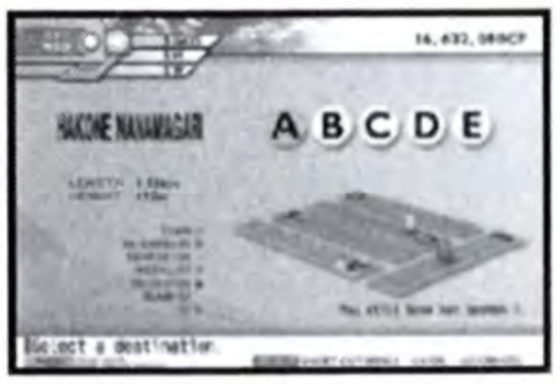
Take a practice drive on the course you are currently selecting.

TIRE EXCHANGE

Change tires.

SHORT COURSE

A SHORT COURSE such as "Hakone Nanamagari" is a special course that can only be selected in the daytime, and only in good weather conditions. In PARKING, similar to the night time's LONG COURSE, competitors wait to be challenged by the player.



NIGHT MODE (Night time)

Kaido Circuits undergo drastic changes at night for Hashiriya (street racers) who are captivated by the title of "fastest driver on the mountain pass". All competitors gamble over "CP", "parts" and even "cars" during betting races determined by their victories and defeats.

ENTER PARKING

There are different types of competitors waiting for you in the parking area. The characteristics of each competitor are as follows.

OPPONENTS – Competitors with no specific characteristics who are waiting to compete with you in PARKING.

TEAM – In races against a TEAM , you will continue to race one-on-one with team members, starting with the racer at the bottom of the team hierarchy. After beating each member, culminating with the TEAM LEADER, you will have defeated the entire TEAM.

SUPPORTER – A SUPPORTER is a competitor who influences the number of FANS.

HI GAMBLER – A HI GAMBLER is a competitor who bets a huge amount of money compared to other competitors.

MEDALIST – A MEDALIST is a competitor from whom you can win a PRIZE by beating them.

TRICKSTER – A TRICKER is a competitor that appears according to specific conditions.

A SLASHER – SLASHER is a competitor who controls each mountain pass, and is basically the BOSS among the competitors. When the player meets the specific conditions for each mountain pass, the SLASHER will send a letter of challenge via BBS (-> see p.28). When he responds to this message, he will appear in the PARKING.

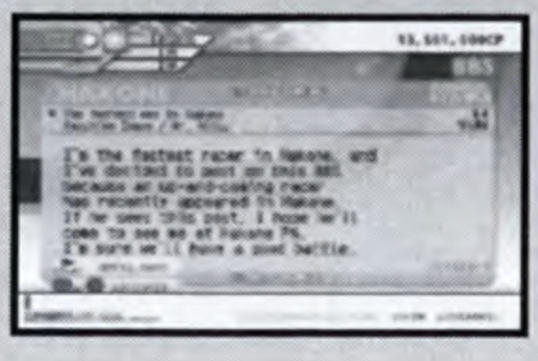
??? – Sponsors and others who appear under specific conditions.

Parking area

The game will proceed as follows in the parking area at night.

Compete against other competitors and win.

Accept a challenge sent by the SLASHER via BBS.



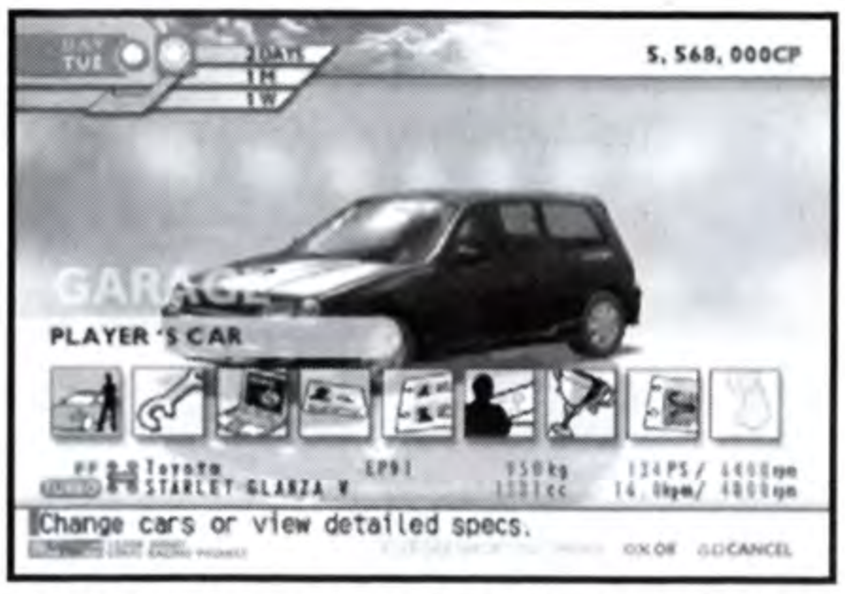
Defeat the SLASHER and move on to the next stage.

MYSTERIOUS SHOP

The "MYSTERIOUS SHOP" appears by selecting SHOP at night. It sells items that allow you to choose the weather. DOLLS purchased here can be equipped by selecting [DOLL] in the GARAGE menu.

GARAGE

Adjust car settings, change parts and check the BBS/mail here.



PLAYER'S CAR
Switch cars and view detailed spec information.

TUNE UP
Change and adjust the parts in your possession (-> see p.17).

NET CONNECTION
Check information, BBS, mail, etc. (-> see p.28).

PLAYER INFO
View information on the player as well as his record.

OPPONENT INFO
View information on your opponent.

SPONSOR INFO
View sponsor information and cancel sponsor contracts here.

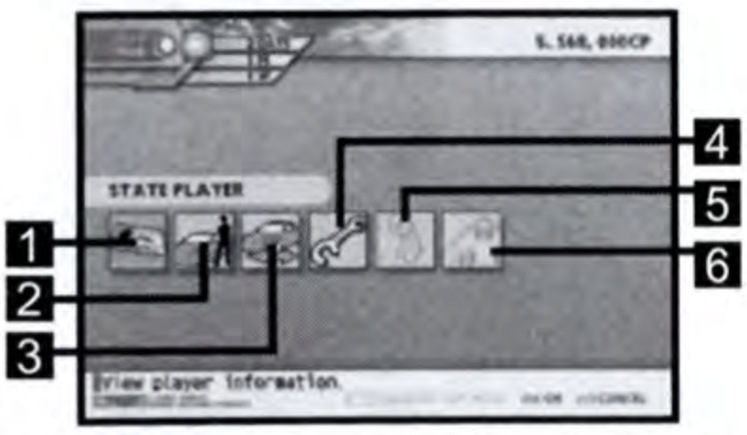
PRIZE INFO
View the PRIZES won.

COURSE INFO
View course sections and CA points.

DOLL
Change the equipment status of the "WEATHER DOLL" that decides the weather.

SHORT CUT MENU

When you push the SELECT button, a SHORT CUT MENU appears and allows you to perform key operations.



*The button functions section in the lower part of the screen is activated when the "SHORT CUT MENU" is available.

1. **PLAYER** – View player information.
2. **PLAYER'S CAR** – View detailed information on the car you are currently driving.
3. **CHANGE CAR** – Change cars
4. **SIMPLE SETTING** – Adjust car settings .
5. **DOLL** – Change weather dolls.
6. **RETURN TO HOME** – Retur to Home.

PLAYER'S CAR

1. **CHANGE CAR** – Make changes to the car you are currently selecting.
2. **INFO ON THE CAR** – Displays detailed information on the car you are selecting.

3. **SPEC** – Displays the specs of the selected car.
4. **EQUIPMENT** – Displays the equipment status of the parts for the car you have selected.
5. **PARTS** – Displays the parts in your possession.

TUNE UP

SETTING

Set your gear ratio, etc.

ROM SETTING

Set the fuel injection timing in ROM, etc.

PARTS LIBRARY

View and install the parts in your possession.

LICENSE PLATE

Change your license plate.

TEST RUN

Take a test drive on a random course.

SETTINGS

Adjust settings here. First, buy your parts at the [PARTS SHOP] and install them. Some settings can be adjusted only after the parts have been changed.

If you won the parts in a betting race with opponent., install them at the [PARTS LIBRARY].

*The settings stored will return to their initial setting when you change car parts.

*Some settings are not applicable to car models categorized as NEW CAR DEALER'S SPECIAL and OPPONENT.

POWERTRAIN

Modify drive-related settings such as [GEAR RATIO], [INITIAL TORQUE], and [LSD RATIO].

SUSPENSION

Modify settings for the underbody of your car such as [SPRING RATE], [DAMPER], [STABILIZER], and [RIDE HIGHT].

ALIGNMENT

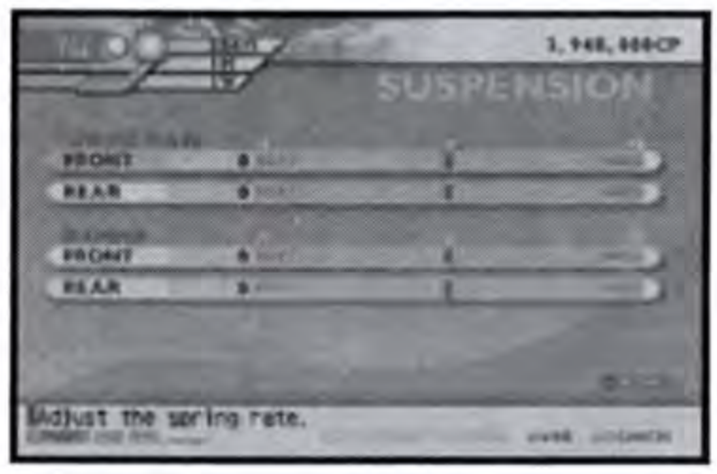
Modify alignment settings such as [TOE] and [CAMBER].

OTHER

Modify other settings such as [BRAKE EFFECT].

POWERTRAIN SETTING

Modify transmission parts settings.



GEAR RATIO

Adjust your gear ratio here. All gear positions as well as the ratio of the FINAL gear can be adjusted.

*You must install [TRANSMISSION] of LEVEL 1 or greater to perform this setting.

INITIAL TORQUE

"Adjust the effectiveness of LSD of the steering wheel in its initial state.

When you set it to STRONG, the differential becomes easier to apply during both acceleration and deceleration.

*You must install [1 WAY LEVEL 1], [1.5 WAY LEVEL 1], [2 WAY LEVEL 1] or greater to modify this setting.

*See the difference in performance of each differential at the [PARTS SHOP] (-> see p.32)

LIMITED SLIP DIFFERENTIAL RATIO

Adjust the effectiveness of LSD. If you increase the value, the differential will be more easily applied

SUSPENSION SETTINGS

Modify the suspension settings.

*The adjustment of [SPRING RATE], [DAMPER], [STABILIZER], [RIDE HIGHT] is only possible after installing [SUSPENSION] of LEVEL 1 or greater.

SPRING RATE

Adjust the strength of the spring . While it is easier to absorb the impact from the road surface if the spring is soft, the the driving is slower. On the other hand, if the spring is hard, the driving becomes straighter,and the car is more difficult to handle on rough roads.

DAMPER

The strength of the damper can be adjusted here. In this game, the strength of the damper is automatically set so that it does not change when the SPRING RATE changes. When the DAMPER is strengthened, vibrations are absorbed faster, and when weakened, they are absorbed slower.

STABILIZER

When the car body shifts outwards, both the right and left suspension suppress the force trying to move upwards and downwards in opposite directions using the stiffness of the bar. You can set this bar to either “stiff” or “soft”.

By setting it at stiff, the amount of rolling can be moderated, but it will be more difficult to apply the traction. Furthermore, if you set the bar to stiff on one side, the gripping strength on this side will tend to weaken. For less traction, set the front bar to stiff, and for more traction, set the rear bar to stiff.

RIDE HEIGHT

Adjust the height of the vehicle. If you lower its height, the car will be more stable because its center of gravity will be lower. If you raise its height, the original suspension cannot be used because of a decrease in the suspension stroke.

If you lower the front, the car tends to oversteer. If you lower the rear, the car tends to understeer.

ALIGNMENT SETTINGS

Adjust the settings to balance the tires.

TOE

Toe refers to the tilt of the tires when looking at the car from above. When the tires appear closed, it is called “toe-in” and when they appear open, it is called “toe-out”. Set a positive value for “toe-in”. Set a negative value for “toe-out”.

CAMBER

When you look at the car from the front and the tires are facing inward, it is called “negative camber”. The opposite is “positive camber”. Set a negative value for “negative camber”.

OTHER SETTINGS

Modify the settings of the brakes, steering, etc.

BRAKES

Adjust the front and rear brakes.

HAND BRAKE

Adjust the hand brake. Set at STRONG to increase its strength.

WING ANGLE

You can adjust the down force on the car body by adjusting the angle of the GT WING. When you increase the value, the down force increases but the car decelerates.

*This can only be adjusted when [GT WING] is installed.

STEERING ANGLE

Adjust the steering angle while driving.

TORQUE BALANCE

TORQUE BALANCE allows you to adjust the front/rear torque distribution.

*This setting is only applicable to 4WD cars. However, it is not applicable to 4WD cars with active center differential.

TRACTION CONTROL

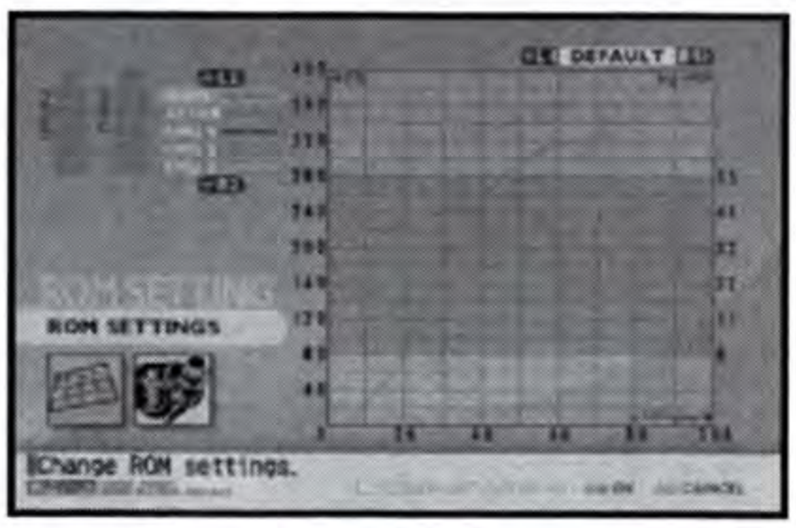
Adjust the wheel idling with traction control. When you increase the value, the traction control strength is increased, but the car may decelerate. When the value is 0, there is no traction control.

ABS

This device controls the brakes to prevent the tires from locking when braking. You can set the level of effectiveness. The higher the value, the stronger the brake control. When the value is 0, there is no ABS control.

ROM SETTINGS

Set the torque curve and horsepower curve tendancies.



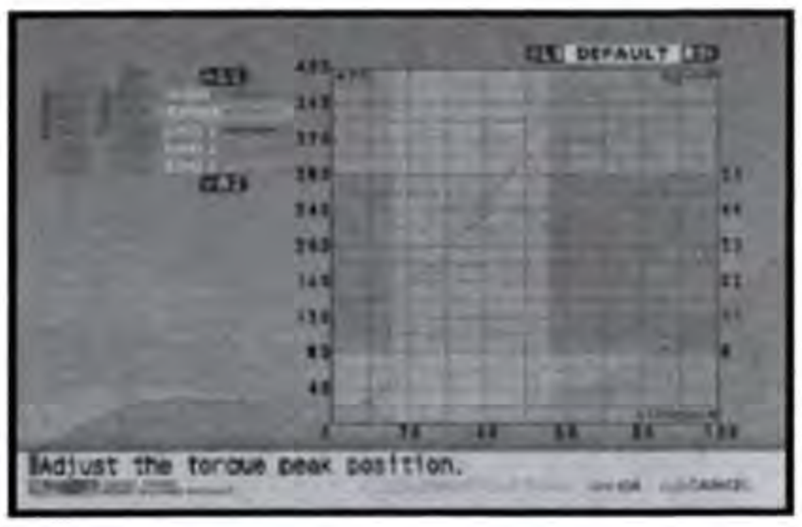
ROM SETTINGS

Set the ROM to be immediately before or after the point of max torque.

CUSTOM PARTS

Get information on the engine curve generated by changing the parts.

ROM SETTINGS



By adjusting the torque peak point at which max torque is generated, you can change the torque and horsepower stored in the ROM as follows.

*These settings are possible when [ROM LEVEL1] or higher is installed.

1. **Yellow line** – Adjust the torque peak position using the right and left directional buttons.
2. **Green line** – The engine curve after adjustment of the torque peak position.
3. **Red line** – The engine curve before adjustment of the torque peak position.
4. **Displays the torque.**
5. **Displays the horsepower.**
6. **Horizontal axis** – Displays the engine rotation speed.
7. **Left longitudinal axis** – The horsepower axis.
8. **Right longitudinal axis** – The torque axis.
9. **SCALE**

   You can change the scale of the graph by changing the values of the horizontal and vertical axis of the chart using the L1 and R1 buttons.

■ Setting the torque peak to low-speed rotation

Advantage Since horsepower increases with acceleration, low-speed rotation will be beneficial to starting and decelerating.

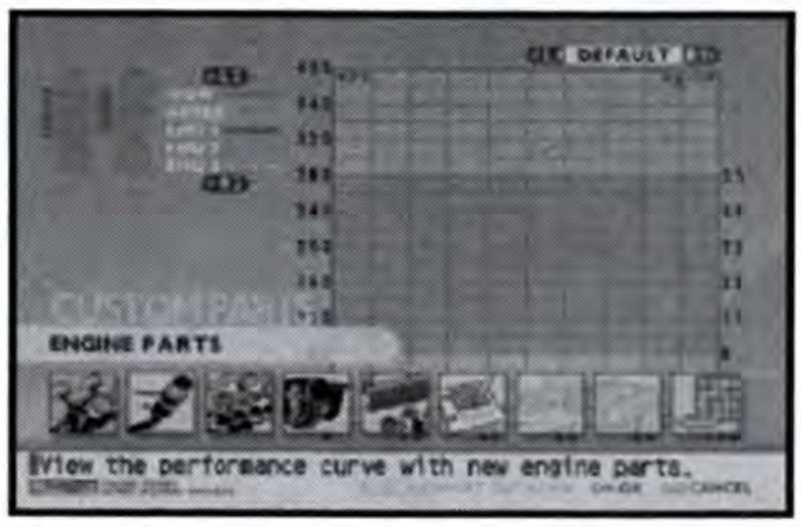
Disadvantage Since horsepower decreases at high speeds, the maximum speed will be slower.

■ Setting the torque peak to high-speed rotation

Advantage Since horsepower increases at high speeds, the maximum speed will be faster.

Disadvantage Since horsepower decreases with acceleration, the acceleration power will decrease.

CUSTOM PARTS



ENGINE PARTS

View the engine curve after changing engine parts.

MUFFLER

View the engine curve after changing the muffler.

TURBO KIT

View the engine curve after changing the turbo kit.

COOLING MODULE

View the engine curve after changing cooling system parts.

SAVE EMULATION CURVE

Temporarily records the new engine curve.

DIAPLAY EMULATION CURVE

Displays the recorded engine curve.

ERASE EMULATION CURVE

Hides the currently displayed engine curve.

ADJUST EMULATION CURVE

Reflects the changes in custom parts made to the car.

*SAVE EMULATION CURVE cannot be saved on a PlayStation 2 Memory Card (8MB).

PARTS LIBRARY

Check and install the parts in your possession.

EQUIPMENT

Install the parts you have in the your car.

EXTRA PARTS

Throw away the parts you have that are not installed in the car.

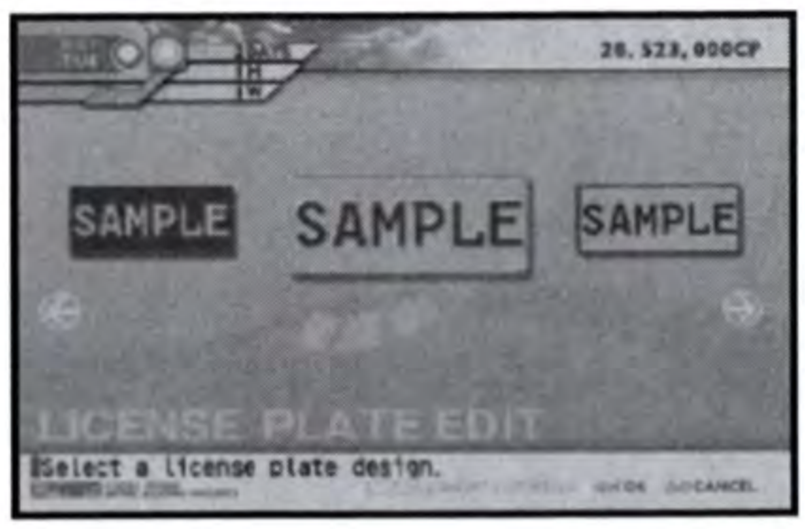
REMOVE PARTS

Remove currently installed parts.

LICENSE PLATE

Change the licence plates.

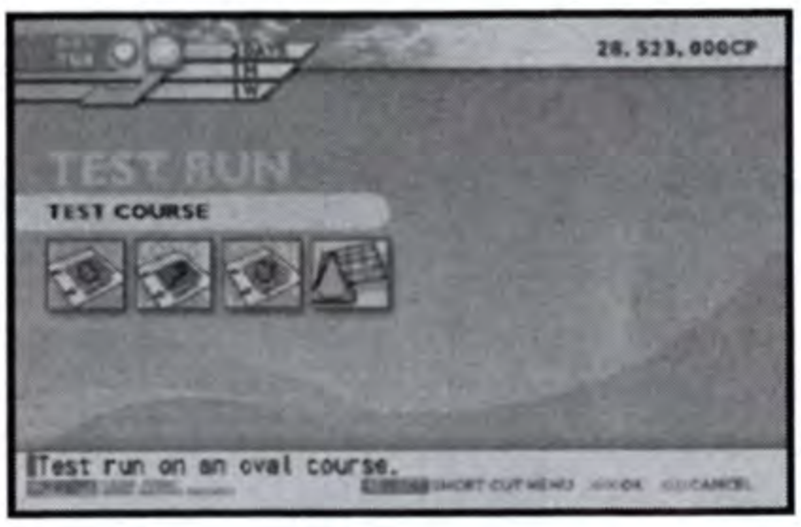
Change the [Design], [Number with automatic lighting/ Regular number], [Number input].



TEST DRIVE

Test drive the car you have created.

Select from [Oval course], [Long course], [Short course], and [Gymkhana].



FF SETTINGS

Car models with a front-mounted engine and a front-wheel drive are called FF (Front engine Front drive). Since this design offers greater interior space , these models are often called “bread-and-butter cars”.

Sample car settings

The NISSAN/MARCH G# HK11 will be used to demonstrate grip and drift settings.

Grip Settings

This setting strengthens the tires and brakes to provide a sporty drive with an emphasis on grip. This setting assumes a paved road and good weather. It is suitable for a high grip road surface. Use this setting with caution in other situations.

Decelerate sufficiently before reaching the corner! You may feel that the car is under-steering, but this setting stabilizes braking and is recommended for beginners.

Parts Equiped

■ POWER TRAIN

[TRANSMISSION LEVEL 1] – Corrects the gear rate.

[SUSPENSION LEVEL 1] – Strengthens the suspension.

[BRAKE LEVEL 1] – Strengthens the brake for deceleration before cornering.

■ TIRE

[RACING TIRE LEVEL 2 FRONT & REAR] Increases the grip.

Settings

■ POWERTRAIN

[GEAR RATIO]… Increases acceleration by reducing the maximum gear speed.

1ST/3.000, 2ND/2.109, 3RD/1.483, 4TH/1.043, 5TH/0.733, FINAL/5.700

■ SUSPENSION

[SPRING RATE]… Stabilizes the car by strengthening the springs because the load shift is increased the same amount as the grip. FRONT/1,REAR/1

■ ALIGNMENT

[TOE]…Sets the front toe-in to stabilize the car for easier cornering.

FRONT/-1 mm, REAR/0 mm

[CAMBER]…Provides tenacity during rollovers. FRONT/-0°30’, REAR/-0°30’

■ OTHER

[BRAKE EFFECT]…Weakens the rear brake to stabilize the car. FRONT/5, REAR/4

[HAND BRAKE WORK] Increases the effectiveness of the hand brake at the same rate as the improvement of tire performance. 110%

Drift Settings

This setting is recommended for beginner drivers who are more speed-focused. The car may become unstable when the brake is applied, but you can use this instability for drifting! The rear of the car will drift when the brake is applied. Pull the hand brake to let the rear drift even further. This will enable you to earn more CA points.

Parts Equiped

■ BOLT ON TURBO

[BOLT ON TURBO] – Installed for engine power.

■ POWER TUNE

[ROM LEVEL1] – To gain more power at high speeds.

■ POWERTRAIN

[TRANSMISSION LEVEL 1] – Installed to correct the gear rate.

[LSD 1 WAY LEVEL 1] – To prevent under-steering when accelerating during cornering.

Settings

■ POWERTRAIN

[GEAR RATIO] – Increases acceleration by reducing the maximum speed.

1ST/3.000, 2ND/2.109, 3RD/1.483, 4TH/1.043, 5TH/0.733, FINAL/5.400

[INITIAL TORQUE] – Prevents inner tire idling when the load is significantly shifted. FRONT/5

[LSD RATIO] – Prevents inner tire idling when the load is significantly shifted. FRONT/5

■ OTHER

[BRAKE EFFECT] – Allows the rear to drift to a certain degree by adjusting the brake.

FRONT/4, REAR/6

[TRACTION CONTROL] – Provides traction even during drifting. Use this setting with caution as opening the accelerator too much can cause the car to under-steer.

TRACTION CONTROL/0

[ABS] Destabilizes the car to cause drifting.

ABS/5

■ ROM SETTING

[ROM SETTING] – Increases power at high speeds.

Set the torque peak position all the way to the right.

FR SETTINGS

Car models with a front-mounted engine and a rear-wheel drive are called FR (Front engine Rear drive). These cars are easier to control making them suitable for a sporty drive.

Sample car setting

The “TOYOTA/LEVIN GT-APEX AE86” will be used to modify grip and drift settings with a budget of 2.5 million CP.

Grip Settings

This setting controls oversteering as much as possible for more a more stable drive.

Parts Equiped

■ POWERTRAIN

[TRANSMISSION LEVEL 1] – Corrrects the gear rate.

[SUSPENSION LEVEL 2] – Strengthens the suspension.

[BRAKE LEVEL 1] – Emphasizes deceleration before cornering.The brake is also strengthened ..

■ TIRE

[RACING TIRE LEVEL 2 FRONT & REAR] – Increases the grip.

■ DRESS UP TUNE

[GT WING] – Corrects the WING ANGLE.

Settings

■ POWERTRAIN

[GEAR RATIO]…Increases acceleration by reducing the maximum speed according to the gear rate. (NOT SURE ABOUT THIS)

1ST/3.066, 2ND/2.159, 3RD/1.520, 4TH/1.071, 5TH/0.754, FINAL/6.500

■ SUSPENSION

[SPRING RATE]…Stabilizes the car by strengthening the springs in response to an increased load shift equal to the increase of the grip. FRONT/2, REAR/2

[STABILIZER] Increases the traction on the rear when cornering to stabilize the car.

FRONT/2, REAR/-2

[RIDE HEIGHT] Lowers the vehicle height and thus its center of gravity for more stability.

FRONT/-12 mm, REAR/-12 mm

■ ALIGNMENT

[TOE]…Sets the front toe-in, which stabilizes the car, thus allowing for easier cornering.

FRONT/-1 mm, REAR/0 mm

[CAMBER]…Enables the car to be driven more tenaciously when rolling. FRONT/-0°30’, REAR/-0°30’

■ OTHER

[BRAKE]…Weakens the rear brake to stabilize the car. FRONT/5, REAR/3

[HAND BRAKE WORK] Increases the effectiveness of the hand brake at the same rate as the improvement in tire performance.

STRONG/110%

[WING ANGLE] Increases the traction applied to the rear side and at the same time stabilizes the car. UP/2

[STEERING ANGLE] Provides more stability. NARROW/-1

Drift Setting

Distinctive drifting made possible by FRs.

Parts Equiped

■ BOLT ON TURBO

[BOLT ON TURBO]…Equipped for engine power.

■ POWER TUNE

[S-MUFFLER]…L LEVEL 2 Amplifies torque at low speeds

■ POWERTRAIN

[TRANSMISSION LEVEL 1]…Corrects the gear rate.

[LSD 1.5 WAY LEVEL 1]…Prevents the car from understeering when opening the accelerator during cornering.

[SUSPENSION LEVEL 1]…Similarly, strengthens the suspension.

Settings

■ POWERTRAIN

[GEAR RATIO]…Increases the acceleration by reducing the maximum speed.

1ST/3.066, 2ND/2.159, 3RD/1.520, 4TH/1.071, 5TH/0.754, FINAL/6.500

[INITIAL TORQUE]…Prevents inner tire idling at the time of cornering. REAR/5

[LSD RATIO]…Prevents inner tire idling at the time of cornering. REAR/5

■ SUSPENSION

[SPRING RATE] Stabilizes the car by strengthening the springs in response to the increase in load shift equal to the increase in the grip. FRONT/1, REAR/1

[STABILIZER]…Makes it easier for the rear to drift during the load shift. FRONT/-1, REAR/1

[RIDE HEIGHT]…Increases the traction on the rear when cornering and stabilizes the car.

FRONT/-6 mm, REAR/-6 mm

■ ALIGNMENT

[CAMBER]…Provides tenacity during rollovers. FRONT/-0°30', REAR/-0°30'

■ OTHER

[BRAKE EFFECT]…Allows the rear to drift to a certain degree by adjusting the brake.

FRONT/4, REAR/6

[TRACTION CONTROL]…Provides traction even when drifting. Use this setting with caution as opening the accelerator too much can cause the car to understeer. SOFT/OFF

[ABS]…Destabilizes the car, causing drifting. STRONG/5

4WD SETTINGS

Car models with a four-wheel drive are called 4WD (Four Wheel Drive). Traction performance is extremely superior to other models, making it possible to drive over rough roads (i.e., gravel).

Sample car settings

The SUBARU/FORESTER S/tb will be used to demonstrate grip and drift settings with a budget of 3.5 million CP.

Grip Settings

This setting is designed for 4WDs that have cleared stage 1 and will be racing in the following levels. It takes into account the understeering unique to 4WDs in pursuit of a smooth drive. It is important to decelerate sufficiently before reaching the corner. However, because the brakes are weak in terms of engine performance in 4WDs, you have to be careful when applying the brakes.

Parts Equiped

■ POWERTRAIN

[TRANSMISSION LEVEL 1]…Corrects the gear rate.

[SUSPENSION LEVEL 2]…Strengthens the suspension.

[BRAKE LEVEL2]…Strengthens the brake for deceleration before cornering.

■ BODY TUNE

[WEIGHTDOWN LEVEL 2]…Lightens the load on the brake.

■ TIRE

[RACING TIRE LEVEL 2 FRONT & REAR]…Increases the grip.

Settings

■ POWERTRAIN

[GEAR RATIO]…Increases acceleration by reducing the maximum gear rate speed.

1ST/3.133, 2ND/1.814, 3RD/1.050, 4TH/0.608, FINAL/7.500

■ SUSPENSION

[SPRING RATE]…To eliminate the understeering unique to 4WDs, set the car to oversteer. FRONT/-2, REAR/2

[STABILIZER]…To eliminate the understeering unique to 4WDs, set the car to oversteer. FRONT/-2, REAR/2

[RIDE HEIGHT]…Lowers the vehicle height and, consequenty, the its center of gravity, thus stabilizing the car.

FRONT/-12 mm, REAR/-12 mm

■ ALIGNMENT

[TOE]…Sets the front toe-in to stabilize the car for easier cornering.

FRONT/4 mm, REAR/0 mm

[CAMBER]…Provides tenacity during rollovers. FRONT/-0°30', REAR/-0°30'

■ OTHER

[BRAKE EFFECT]…Weakens the rear brake to stabilize the car. FRONT/5, REAR/3 [HAND BRAKE WORK]…Increases the effectiveness of the hand brake at the same rate as the improvement in tire performance.

STRONG/110%

[STEERING ANGLE]…Moderates the instability of the car. NARROW/-1

Drift Setting

This setting fully harnesses the features of 4WDs such as its competitive edge when driving in the rain and over gravel. The front-wheel drive power is shifted to the rear, which provides a good balance between stable steering and four-wheel power drift when cornering.

Parts Equiped

■ POWERTRAIN

[TRANSMISSION LEVEL 1]…Corrects the gear rate.

[LSD 1.5 WAY LEVEL 1]…Prevents the car from understeering when opening the accelerator during cornering.

[SUSPENSION LEVEL 2]…Strengthens suspension.

[BRAKE LEVEL 1]…Since the brake is used to change directions, LEVEL 1 is deliberately equipped.

■ BODY TUNE

[WEIGHTDOWN LEVEL 2]…Lightens the load on the brake.

■ TIRE

[SPORTS TIRE LEVEL 3 FRONT & REAR]…Prepares for gravel and rain.

Settings

■ POWERTRAIN

[GEAR RATIO]…Increases acceleration by reducing the maximum speed determined by the gear rate.

1ST/3.066, 2ND/2.159, 3RD/1.520, 4TH/1.071, 5TH/0.754, FINAL/6.500

[INITIAL TORQUE]…Prevents inner tire idling during big load shifts. FRONT/5

[LSD RATIO]…Prevents inner tire idling during big load shifts. FRONT/5

■ SUSPENSION

[SPRING RATE]…Enables rear-tire traction to be as effective as possible when cornering. FRONT/2, REAR/-2

[STABILIZER]…Enables rear-tire traction to be as effective as possible during cornering. FRONT/2, REAR/-2

[RIDE HEIGHT]…Emphasizes stroke assuming rough roads.

FRONT/0 mm, REAR/0 mm

■ OTHER

[BRAKE EFFECT]…Allows the rear to drift to a certain degree by adjusting the brakes.

FRONT/4, REAR/6

[HAND BRAKE EFFECT]…Increases the effectiveness of the hand brake at the same rate as the improvement in tire performance.

STRONG/110%

[TORQUE BALANCE]…Enables easier drifting through rear drive distribution.

FRONT/30:REAR/70

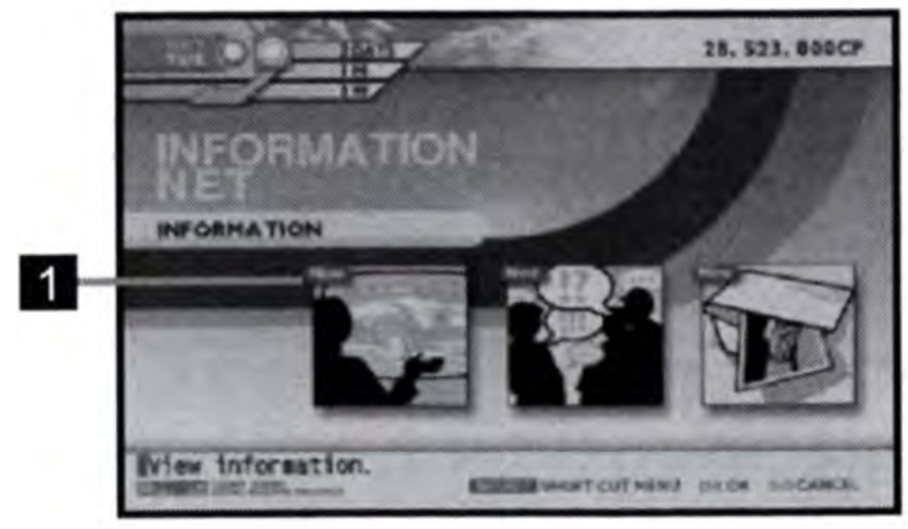
[TRACTION CONTROL]…Provides traction even when drifting. Use this setting with caution as opening the accelerator too much can cause the car to understeer. SOFT/OFF

CONNECTION NET
INFORMATION CENTRE

Check information/BBS/mail.

1. **NEW**

Indicates whether you have a new message.



INFORMATION

Provides the latest information on new content, such as “model”, “parts”, “long course”, “short course” and “sponsor test”.

BBS

Many people such as the competitors write on topics such as the mountain pass and send letters of challenge. If there is a new message, “NEW” will displayed indicating the arrival of new information .It will disappear once all messages have been read.

BE FREE

Various information and communications can be submitted.

LONG COURSE/SHORT COURSE

Information can be submitted on topics regarding the courses of each mountain pass. As the game advances, viewable BBS increase.

1. Title of the message
2. Subject of the mail (black characters [read] / red character [unread])
3. Date submitted

MAIL

You can check mail sent to the player. Information on “Mailing List” and “Letter of Challenge” will be sent by mail.

1. **IMPORTANT**

Letters of challenge from competitors and other important information is stored. Mail in this folder cannot be deleted.

2. **NORMAL**

Unimportant mail.. These can be deleted by pressing the R1 button.

*Old mail in NORMAL will be deleted if the number of messages exceeds 120.

3. **Date sent**
4. **Name of sender**
5. **Subject of the mail** (black characters [-read] / red character [unread])

SHOPS

NEW CAR DEALER

Purchase a new car at the new car dealer.

USED CAR DEALER

Purchase a used car and sell a car you own at the second-hand car dealer.

TUNED CAR DEALER (NOT SURE IF THIS IS CORRECT)

Purchase a car previously equipped with parts, which has been tuned and set.

PARTS SHOP

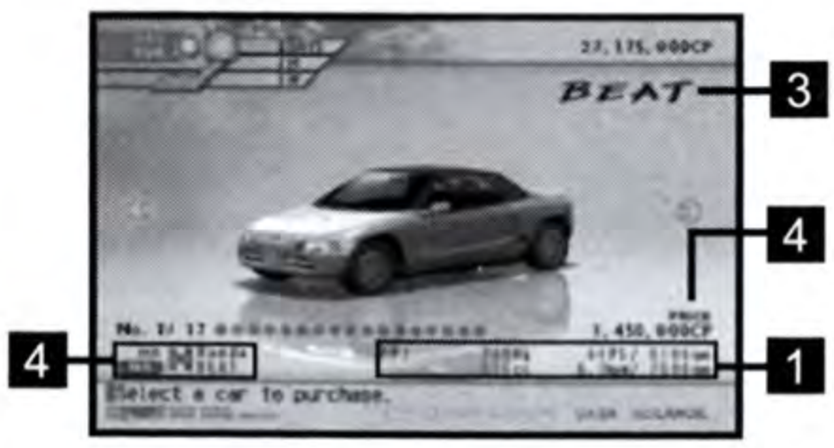
Purchase/sell tuning parts.

CAR DECORATION SHOP

Purchase items to decorate your vehicle

NEW CAR DEALER

Purchase a new car. After selecting the manufacturer, select the model.



1. Specs

2. No. of current selection/total number

3. Model

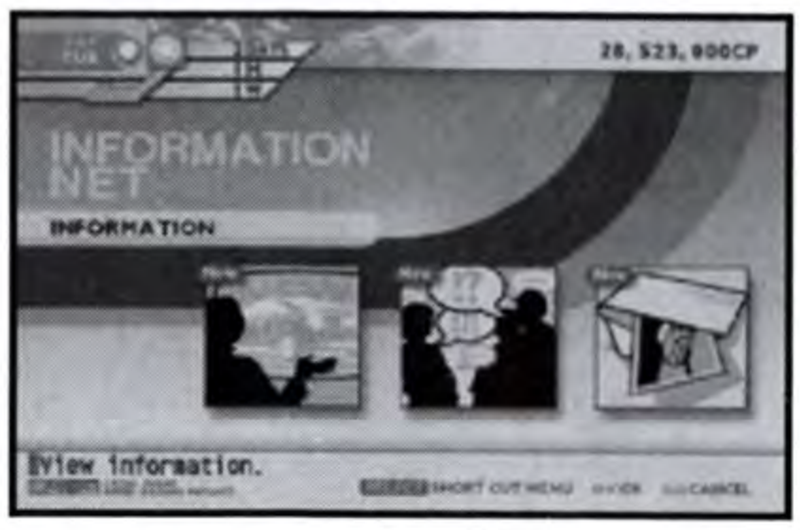
4, Price

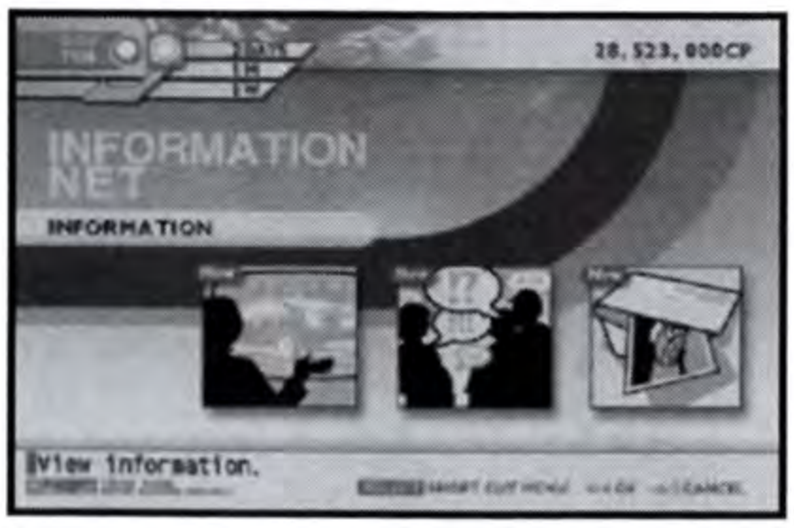
USED CAR DEALER

Purchase a used car and sell a car you own.

BUY A CAR

The price of used cars varies according to mileage and damage level. Before buying a car, take it on a test drive with [DEMONSTRATION MODEL] to get an idea of its condition .





SELL CAR

The sale price is determined after assessing the mileage and damage level.

1. **SELL ALL**
Sell equipped parts as well.

2. **SELL CAR ONLY**
Sell the body only without the equipped parts.

3. **INFO ON THE CAR**
Detailed information on the car .

TUNED CAR DEALER

You can purchase a car already equipped with parts that have been tuned and set.

Select the drive type, then choose and buy a vehicle.

1. **BUY A CAR**

Purchase a vehicle.

2. **DEMONSTRATION MODEL**

Take a test drive and check the condition of the car.

3. **INFO ON THE CAR**

Provides information on the car and the parts equipped.

At the time of purchase

1. **CASH**

Buy with cash.

2. **TRADE**

Trade in your current car and pay the difference.

3. **CANCEL**

Cancel the purchase.

4. **PRICE OF THE CAR**

5. **TRADE-IN AMOUNT**

6. **BALANCE**

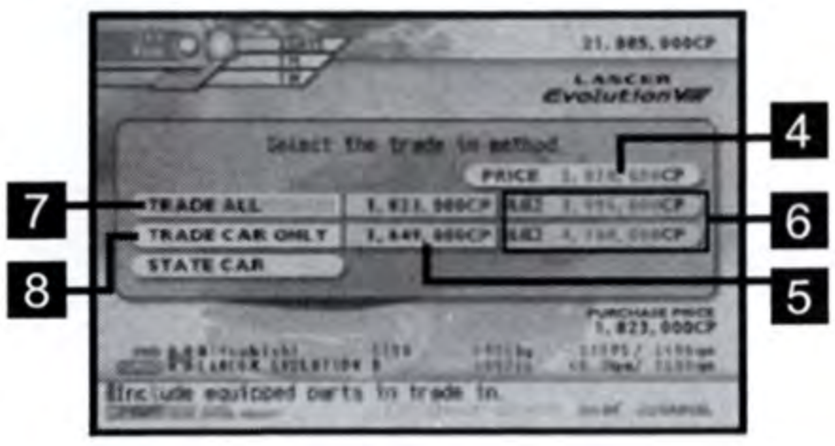
This is the price of the car minus the trade-in amount.

7. **TRADE CAR AND PARTS**

Trade in the car and all equipped parts.

8. **TRADE CAR ONLY**

Trade in only the car.



License Plates

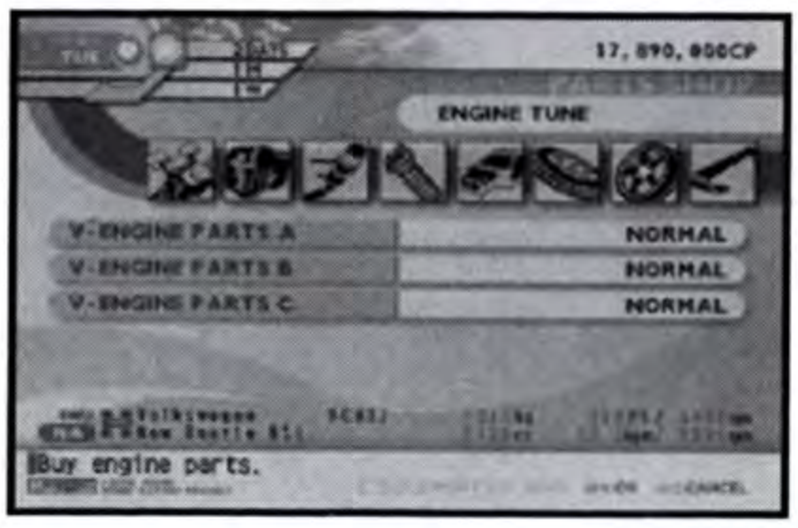
After purchasing a vehicle, complete the purchase by selecting the type and content of the license plate.

PARTS SHOP

Buy and sell parts that can be tuned to enhance your car's performance.

ENGINE TUNE

Three engine parts can be exchanged for high performance parts. The parts are indicated as [PART A] [PART B] [PART C] and vary according to the engine.



Each engine part is manufactured by [AKP/Aikawa Seiki] [HRM/Harima Industrials] [BAS/Basso] [UNI/Union Engineering] [HVN/Hell Venus, To make a purchase, select a manufacturer and the performance level of the parts.

Inline Straight/V Cylinder/Horizontally-opposed Engine/Rotary Engine

[PARTS A]	PISTON	CONROD ROTER
[PARTS B]	CRANKSHAFT	ECCENTRIC SHAFT
[PARTS C]	CAMSHAFT APEX SEAT	STATIONARY GEAR

*The engine and muffler parts vary according to the engine.

Compatibility of Engine Parts

The parts manufactured by each manufacturer are compatible. There are three types of combinations according to the engine parts used. The compatibility varies according to the engine type.

NORMAL	Performance is determined by the level of the equipped parts.
MODERATE	Increased horsepower and torque added to the performance of the equipped parts.
CRITICAL	Greatly increased horsepower and torque added to the performance of the equipped parts

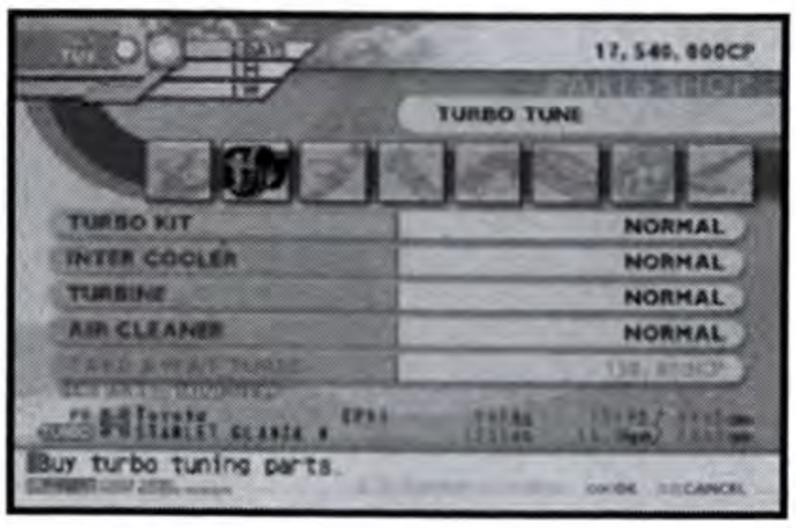
TURBO TUNE UP

The [TURBO KIT] body and the following three [INTER COOLER] [TURBINE] [AIR CLEANER] can be exchanged for high performance turbo parts.

You can purchase three types of parts in the high range LEVEL for the TURBO KIT body.

*Equipping an NA car with a [BOLT ON TURBO] body makes it a TURBO car, and TURBO TUNING becomes available.

Three kinds of turbo parts are manufactured by five manufacturers including: [TZM/Tejima Heavy Industry] [GME/G-MEN] [KW/KW] [TRM/Tram Giken] [CRA/Crack]. To make a purchase, select the manufacturer and the performance level of the parts.



PARTS SHOP

Turbo Parts Compatibility

In addition to engine parts, other parts manufactured by each manufacturer are compatible. There are three levels of evaluation according to the combination of parts.

*The evaluation of turbo parts compatibility is the same as that of the engine parts.

POWER TUNE UP

Purchase parts for air, cooling and electrical systems.

MUFFLER

Change for exhaust system parts such as a muffler with good exhaust efficiency and try to torque up. Mufflers in [L LEVEL1-5] are designed to increase power output in low revolution, and mufflers in [H LEVEL1-5] are designed to increase power output in high revolution. Once you've selected the LEVEL, you can change the design of the muffler.

*The muffler parts vary according to the engine type.

COOLING PARTS

Change and equip engine-cooling parts, such as the radiator.

ROM

Change the ROM, which controls the fuel exhaust , to a better one.

*By equipping LEVEL 1 or above, [ROM SETTINGS] -> (refer to p.20) become available.

POWER TRAIN

Purchase power output transfer systems and underbody.

TRANSMISSION

Change the transmission.

*By equipping LEVEL 1 or above, [GEAR RATIO] settings -> (refer to p.18) become available.

CLUTCH

Equip your car with an better clutch to improve shifting and transmission systems.

LSD

Purchase essential parts for a sport drive to control the difference in rotation between the left and right side for smooth cornering.

1 WAY	Decreases the differential effect only at acceleration. Improves the driving force at acceleration while maintaining turning performance during deceleration.
2 WAY	Decreases the differential effect regardless of acceleration or deceleration. Driving force at acceleration and stability at deceleration are increased but turning becomes more difficult.
1.5 WAY	Decreases the differential effect regardless of acceleration or deceleration. Power control at deceleration is between [1 WAY] and [2 WAY].

*By equipping LEVEL 1 or above, [INITIAL TORQUE] and [LSD RATIO] settings (-> refer to p.18) become available.

SUSPENSION

Change the suspension.

By equipping LEVEL 1 or greater, the settings of [SPRING RATE], [DAMPER], [STABILIZER], [RIDE HIGHT] (-> Refer to P.18) become available.

BRAKES

Change the brake system. When advancing to a higher LEVEL, the brakes become more effective and there is less brake fading. After purchasing a brake system, you can select the brake pad color from [BLACK], [RED], [GOLD], [WATER BLUE].

BODY TUNE UP

REINFORCE

Reinforces body stiffness and reduces the progress the damage to the car.

LOWER WEIGHT

Reduces the weight of the body. This causes the damage level to change faster due to decreased stiffness.

TIRES

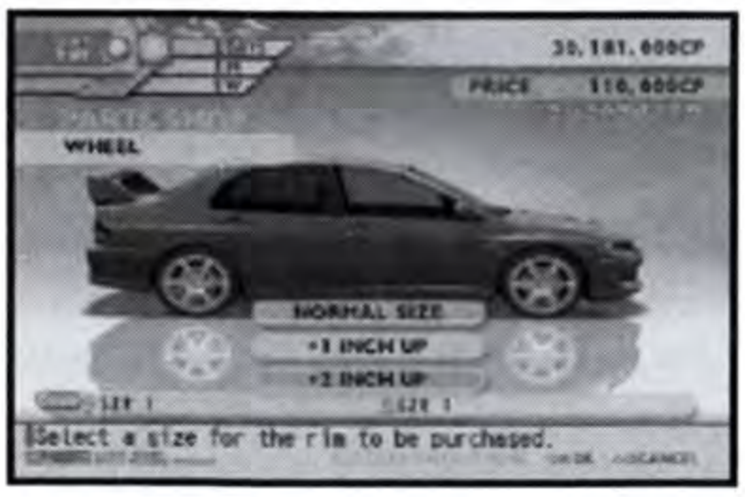
Purchase normal tires or tires suitable for the road conditions.

SPORTS TIRE	High performance tires suitable for driving on gravel roads.
RACING TIRE	High performance tires which can effectively grip dry road surfaces.
WET TIRE	High performance tires which can grip wet road surfaces.
SPIKE TIRE	Stud-spiked tires for gripping snowy roads.

WHEELS

Purchase wheels made by the manufacturer.

[NORMAL] is the standard size; increase the wheel rim diameter by 1 inch with [+1 INCH UP], and 2 inches with [+2 INCH UP].



CAR DECORATION

Purchase parts to improve the appearance of your car.

RALLY KIT

Purchase a rally kit.

CARBON HOOD

Reduce the weight of the car by changing for a carbon hood.

[NORMAL] is the basic carbon color without a coating, and [COLORED] provides a hood of the same color as the body.

CARBON TRUNK

Try to reduce weight by changing for a carbon trunk.

[NORMAL] is the basic carbon color without a coating, and [COLORED] provides a trunk of the same color as the body.

MUDFLAP

Purchase mud flaps available in three colors [YELLOW], [BLUE], [RED]

CANARDS

Purchase a canard to produce a slight downforce.

EYE- LINE KIT

Purchase an eye-line kit.

FULL AERO

Try to reduce aerodynamic drag by using a full compliment of aero parts.

GT WING

Rig the wing. By rigging any wing, the setting of [WING ANGLE] becomes available.

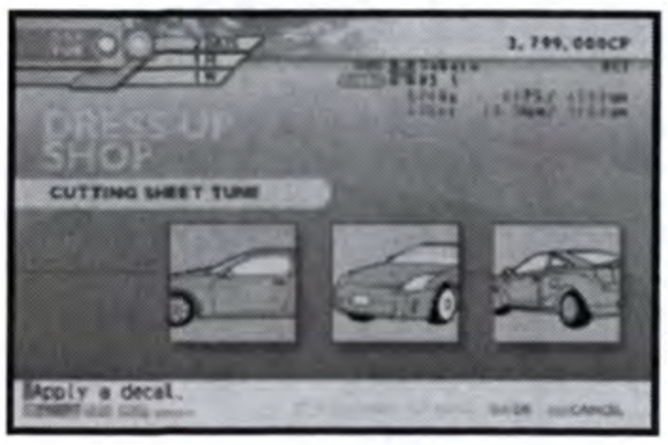
LIGHTS

Change the lights. When advancing to higher levels, you can turn on the front lights for a clearer vision.

WINKER TUNE UP

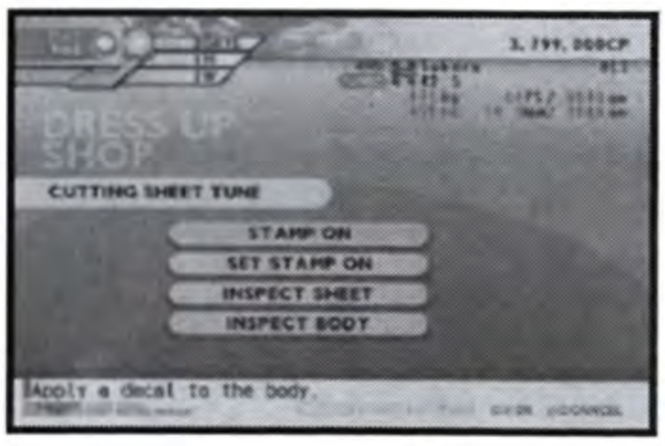
Purchase parts which keep the winker lit when moving.

You can change the appearance of your car by modifying the “Cut Sheet ”, “Decalss” and “Body color.”



Cut Sheet

You can choose a pre-designed cut sheet for the body of your car.



STAMP ON

Choose the cut sheet you want to attach to the body of your car.

SET STAMP ON

Attach pre-designed sheet sets combining multiple cutting sheets onto your car body.

INSPECT SHEET

View the available cut sheets.

INSPECT BODY

View the appearance of your car.

STAMP ON

In this mode, you can choose and attach cut sheets in layers. Layer 1 is shown at the very bottom. The layer with the larger number is placed on top.

1. Layers 1 to 5

*Note that the categories [MAKER-1] and [MAKER-2] can only be placed in Layer 5.

2. Selected layer

3. Area where you wish to attach a cut sheet

4. Cut sheet category

5. List of cut sheets

6. Image of selected cut sheet

7. Image of already applied cut sheets

Directional button (up/down)	Selects a cut sheet
Directional button (left/right)	Selects the layer on which you wish to apply a cut sheet
△ button	Stops/Cancels sheet attachment
□ button	Stops/Cancels sheet attachment
○ button	Sets a cut sheet on a Layer
× button	Sets a cut sheet on a Layer
L1 button	Chooses a cut sheet category
L2 button	Chooses an area on the hood/door where you want to attach a cut sheet
R1 button	Chooses a cut sheet category
R2 button	Chooses an area on the hood/door where you want to attach a cut sheet
START button	Attaches the cut sheet to the car body
SELECT button	Displays APPLY MENU

CHANGE COLOR

You can change colors after setting a cut sheet on a layer.

SURFACE TREATMENT

After attaching a cut sheet on your car by pressing the START button, select a surface treatment; [NORMAL] for matte and [LUSTER] for glossy surface.

SET STAMP ON

OVERWRITE	Apply a new sheet over the existing body.
REATTACH	Remove the old sheets and reapply a new set of sheets.

DECALS

You can apply decals obtained by passing sponsor tests.
Note that you can only apply one decal for each sponsor.

1. Select the area on which you wish to apply a decal .....
2. Decals already on car .....

CHANGE BODY COLOR

You can change the color(s) of the entire car.

DEALER COLOR	Choose from the colors provided by dealers.
MAZIORA COLOR	Change color to maziora
OPTIONAL COLOR	Create your own color by adjusting “Tone”, “Saturation” and “Brightness”.

1. Tone	Move cursor to choose a base tone from 360 tones.
2. Saturation	Move cursor to adjust saturation.
3. Brightness	Move cursor to adjust brightness.
4. Default	Go back to default setting.
5. Cursor	Blinking frame indicates the selected area.

SPONSORSHIPS

Take a test to win sponsorship. You can receive CP including “Contract fee” and “Sponsor Bonus” if successful.

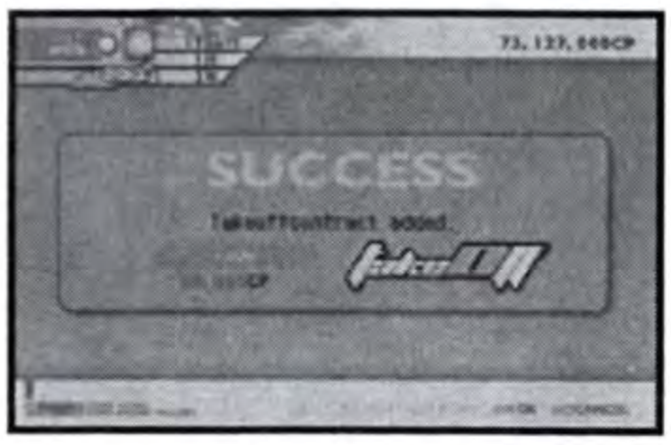
1. Contract status
2. Amount of the contract fee
3. Number of sponsors you have / maximum number of sponsors

Selecting a sponsor

You need to take a sponsor test before signing a contract. The test covers various regulations. Once the test is passed, a contract is signed and a “contract fee” is paid every 15 days.

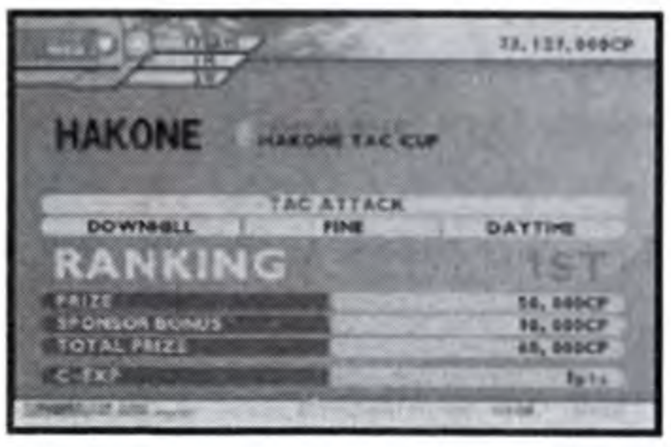
Taking full advantage of a sponsorship

After successfully winning a sponsorship, you may want to put the sponsor’s decal on your car. A “sponsor bonus” is paid in addition to any prize money when you win a category race with a sponsor’s decal on your car.



Winning a better sponsorship

As you proceed to the advanced stages, more sponsors will offer higher “contract fees” and “sponsor bonuses”. However, you can only have up to 16 sponsors. You will have to break some existing contracts in order to take a test to sign a better contract.



RECORD CHALLENGE

Try to set a record in each battle.

Points are received for attempting the RECORD CHALLENGE.

TIME ATTACK

Choose this to attempt a Time Attack race.

CA ATTACK

Choose this to attempt to set a record for CA Points.

GYMKAHNA ATTACK

Choose this to attempt a Time Attack or CA Attack race in Gymkhana.

CUSTOM FACTORY

Choose this to register and setup a special car to use in the RECORD CHALLENGE.

RECORD POINT EXCHANGE

Choose this to "Add a new car" or "Add a new course" in exchange for RP (Record Points) you earned in each Attack race.

OPTIONS

Save, load or change settings (refer to p42).

EXIT

Quit RECORD CHALLENGE.

Pre-drive Settings Screen

COURSE/GHOST

You can select the starting point (downhill/uphill), weather (clear/overcast/rain/storm), time (day/night), and with/without ghost cars.

SELECT CAR

Choose the type of car you want from the following:

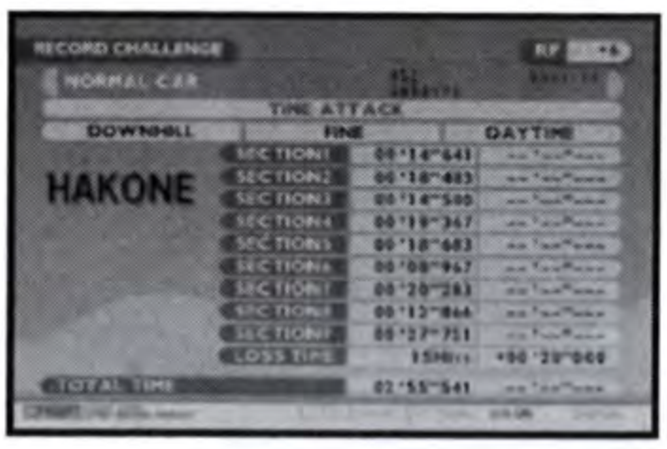
NORMAL CAR	A basic car with the same original specifications .
PLAYER'S CAR	The same car that you used in CONQUEST MODE.
CUSTOM CAR	A special car that you registered in CUSTOM FACTORY. You can use a CUSTOM CAR only in RECORD CHALLENGE.

RECORD POINT EXCHANGE

Here you can add new cars and courses in exchange for the RP earned in RECORD CHALLENGE.

1. Course
2. Model
3. Required RP

RESULTS



1. Records for each section
2. Lost time
3. Total time
4. Course
5. Regulations (attack type, uphill/downhill, weather and time)
6. Current RP
7. Password

*The password is used for the ranking contest hosted by GENKI on its official website. For more information, please visit the GENKI website (http://www.genki.co.jp/).

RECORD TOUR

In this tour-type mode, you will race over each mountain pass course.

The winner is determined by the accumulated points and the time for each course.

GROUP R

All racing cars

GROUP J

FF, 1600cc class racing cars

GROUP A

Mostly for 4WD cars, 2000cc class cars

GROUP B

Mostly for small-engine cars

Home Screen

SETTINGS

Set/change settings

* Some settings are not available with [GROUP R] and [GROUP J].

RESULTS

Check your racing history.

COURSE INFO

Get information on the stage in which you are racing.

ENTER RACE

Participate in a race.

OPTIONS

Save and load game settings and data.

EXIT

Exit RECORD TOUR.

Driving Screen

1. **Section Passing Time**

2. **LOSS TIME**

A penalty time measured by the impact and number of crashes against walls

3. **HIT**

The number of crashes against walls

Results Screen

The TOTAL TIME, calculated by adding each Section Passing Time and LOSS Time, determines the rankings. The top six players receive from six points to one point (the first-prize winner gets six points). The player with the most TOTAL WINNING POINTS becomes the tour winner at the end of eleven races.

VS BATTLE

You can compete with another player on a horizontally split screen.

Course Selection

After selecting the course on which you want to race, select Starting Position (Uphill / Downhill), Weather (Clear / Overcast / Rainy / Storm), and Time (Daytime / Nighttime).

1 **START POSITION**

Downhill / Uphill

2 **WEATHER**

Clear / Overcast / Rainy / Storm

3 **TIME**

Day / Night

Battle Selection

SPEED KING MODE

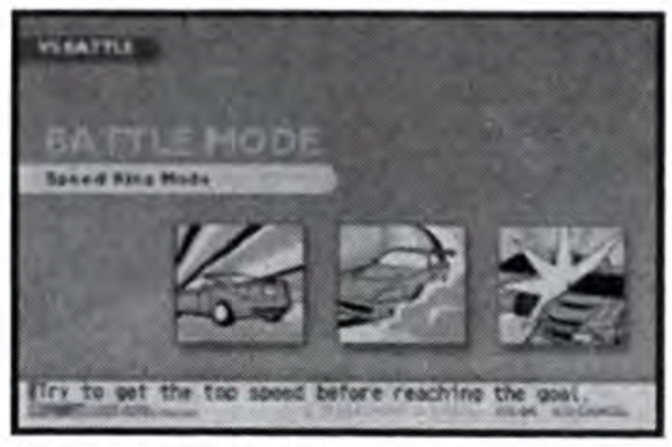
Try to cross the finish line ahead of your opponent.

CA KING MODE

Compete for the number of CA points you can get before crossing the finish line.

SP KING MODE

Compete in an SP Battle.



*You can set collision detection in each MODE by selecting ON / OFF except for SP KING MODE.

Car Selection

NORMAL CAR

Select from cars stored in CAR DEALER

MEMORY CARD slot 1

Load data from a “PlayStation 2” Memory Card (8MB) inserted in MEMORY CARD slot 1 to select from garage cars.

MEMORY CARD slot 2

Load data from a “PlayStation 2” Memory Card (8MB) inserted in MEMORY CARD slot 2 to select from garage cars.

*Note that slot 2 is available in [VS BATTLE] only.

*To select [VS BATTLE] from the Main Menu screen, Dualshock 2 analog controllers must be connected to controller ports 1 and 2.

Battle Screen

The upper half shows the driving screen for Player 1, and the lower half for Player 2.

SP gauge

Player 1’s gauge is shown on the left, and Player 2’s gauge is shown on the right.

GAME OPTIONS

GAME CONFIG

Edit functions and settings.

GAME CONFIG
Edit settings for the display and indicators on the driving screen.

VIBRATION
Turns vibration ON / OFF when driving.

COURSE PICT
Turns the Corner Navigation arrow display ON / OFF.

COURSE GUIDE
Turns the map display ON / OFF when driving.

COURSE BAR
Turns the Mileage gauge display ON / OFF.

METER
Turns the Meter display ON / OFF.

CAUTION BAR
Turns the Tire Warning gauge and Brake Warning gauge ON / OFF.

BACK MIRROR
Turns the Back mirror display ON / OFF in DRIVER'S VIEW.

GHOST
Turns the competitor's car ON / OFF in TA Battle and CA Battle.

MISSION
Selects AT / MT for the initial state of shift assist.

CA SIGN
Selects the voice of the audio guidance when entering the CA measurement section from MAN / WOMAN / SE.

DEFAULT
Restores the default GAME CONFIG settings.

SOUND CONFIG

Edits the sound settings.

BGM VOLUME
Sets the BGM volume from 0 to 15. 0 being mute.

SFX VOLUME
Sets the volume for the sound effects from 0 to 15. 0 being mute.

WINDOW
Selects OPEN to set the outdoor sounds for the sound effects.

DEFAULT
Restores the default game settings.

KEY CONFIG

Assigns functions to the buttons of the Dualshock 2 analog controller, Driving Force®, and Driving Force® Pro.

CONTROLLER

Selects [KEY CONFIG] to assign functions to each button. Buttons with a red background have overlapping functions. Turn the button operation strength ON / OFF in [D/A SET UP].

Driving Force® / Driving Force® Pro

Selects [KEY CONFIG] to assign functions to each button. Buttons with a red background have overlapping functions. Take your hands off Driving Force® to initialize GF FORCE® steering in [CALIBRATION].

VIEW CONFIG

Edits settings for view point when driving.

VIEW

Selects [DRIVER'S] or [BEHIND] for the initial view point of the driving screen.

VIEW POINT

Selects the height of [BEHIND] view point from 5 levels.

DEFAULT

Restores the default game settings.

LOAD SYSTEM DATA

Loads the system data from a "PlayStation 2" Memory Card (8MB).

* Loading is only available when MEMORY CARD slot 1 is used. Only [VS BATTLE] supports MEMORY CARD slot 2.

SAVE SYSTEM DATA

Saves the current settings on a "PlayStation 2" MEMORY CARD (8MB).

* To save, a minimum of 170KB of free space is needed.

* Saving is only available with MEMORY CARD slot 1. You can save only one [KAIDO Legend of the mountain pass] game on a "PlayStation 2" MEMORY CARD (8MB).

DEFAULT SETTINGS

Restores the default settings.

REPLAYS / HINTS

REPLAYS

Loads the saved data from a “PlayStation 2” MEMORY CARD (8MB) and replays it.

*To save replay data on a “PlayStation 2” MEMORY CARD (8MB), a minimum of 105KB free space is needed.

HINTS

For beginners:

Select FF cars until you get accustomed to operating the vehicles!

The order of difficulty, from the easiest to hardest: FF, 4WD, FR, MR.

To get a high score in a CA Battle, focus on “speed” and “angle”.

Use the emergency brake to create angles and earn points until you become accustomed to the driving.

Purchase a [TRANSMISSION]

You can adjust the FINAL gear to raise the maximum speed. As a rough guide, add 10km/h to the actual maximum speed of the stage.

WHEN YOU COME TO A DEAD END

Check if there are any not-cleared daytime races or unbeaten competitors.

You may find some parts or a hidden door to the next stage.

There may be invisible damage accumulated on your car.

You may want to switch to a new car. There is a possibility that the appraisal value of your car has plunged due to deterioration.

What if you are defeated by the same opponent over and over again?

The difficulty levels can be automatically adjusted so now your opponent is easily beaten!

Trouble with the settings?

To increase the speed

[BOLT ON TURBO] When NA, use TURBO.

[TRANSMISSION] Adjust the reduction ratio.

[ENGINE TUNE] Find the best combination!

To choose understeering (grip driving)

■ SUSPENSION

[SPRING RATE] Select HARD for FRONT, SOFT for REAR drive.

[STABILIZER] Select HARD for FRONT, SOFT for REAR drive.

[RIDE HEIGHT] Lower the REAR height.

■ TIRE

[TIRE] Use high-grip tires for FRONT, low-grip tires for REAR.

■ OTHER

[BRAKE EFFECT] Select STRONG for FRONT, MILD for REAR.

[STEERING ANGLE] Decrease the steering angle.

[TORQUE BALANCE] Turn ON TORQUE BALANCE, then adjust it towards FRONT (4WD).

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Gaines Design Group

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Notes

Notes

Notes

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